

Fig. 1

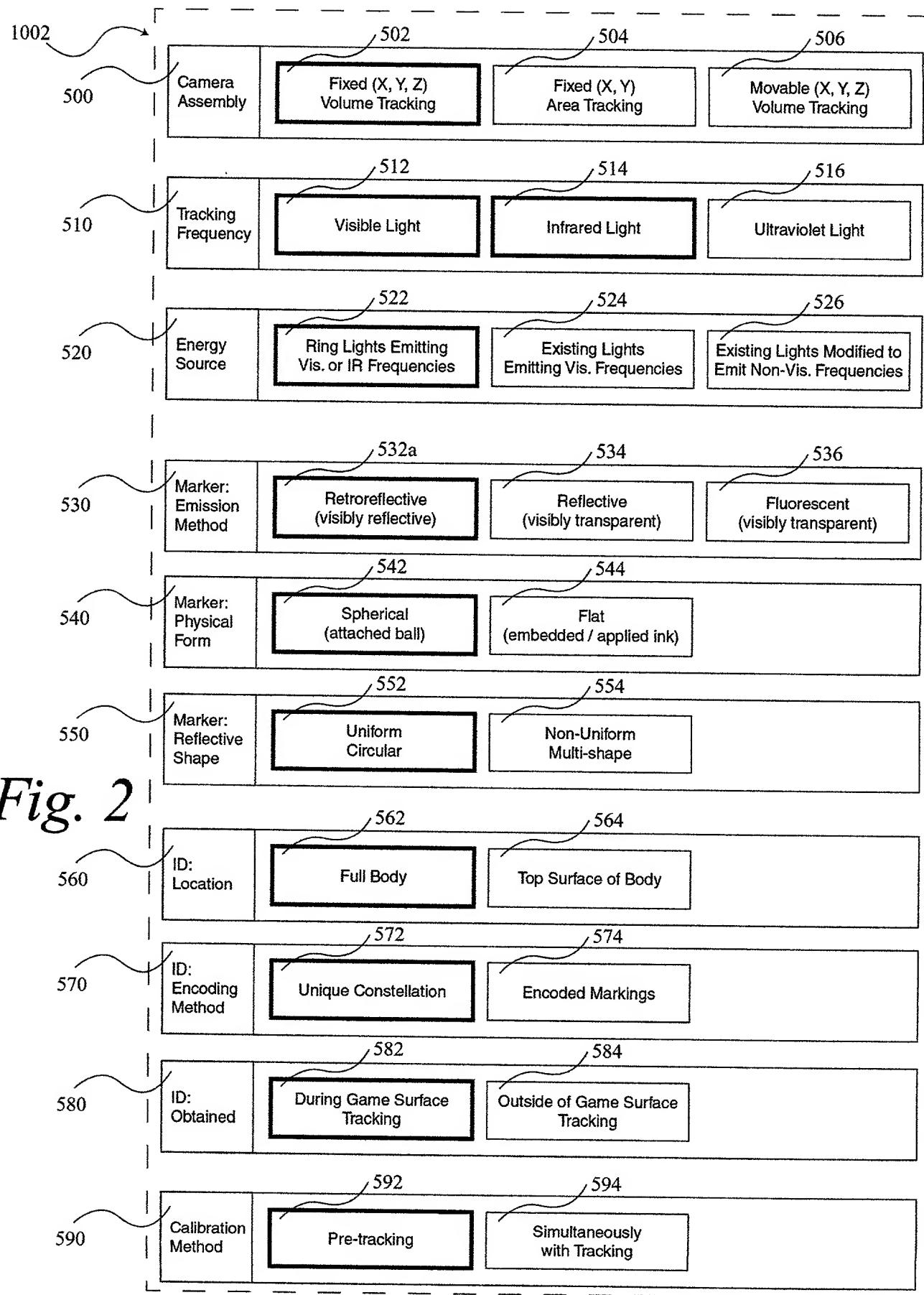


Fig. 2

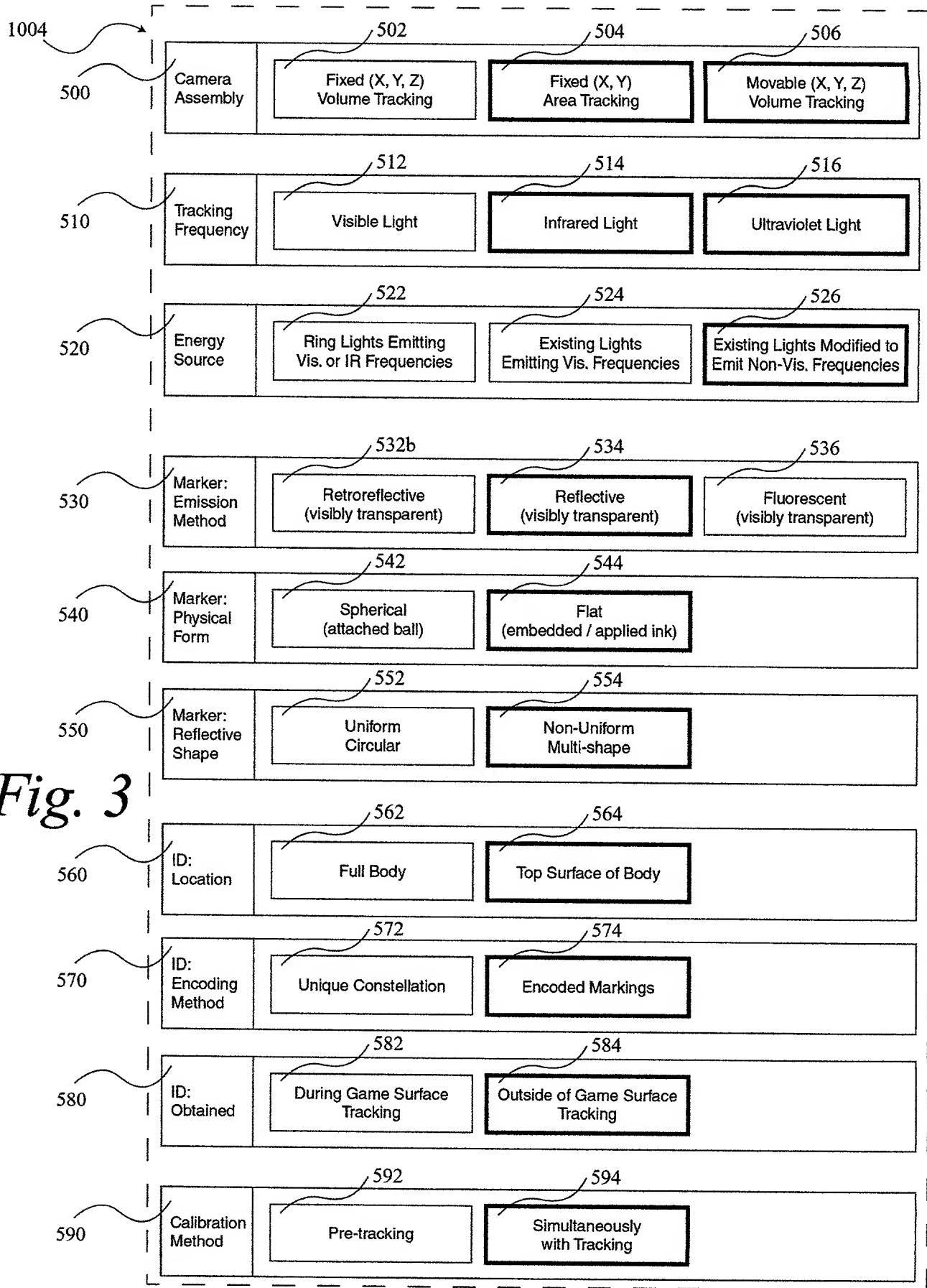


Fig. 3

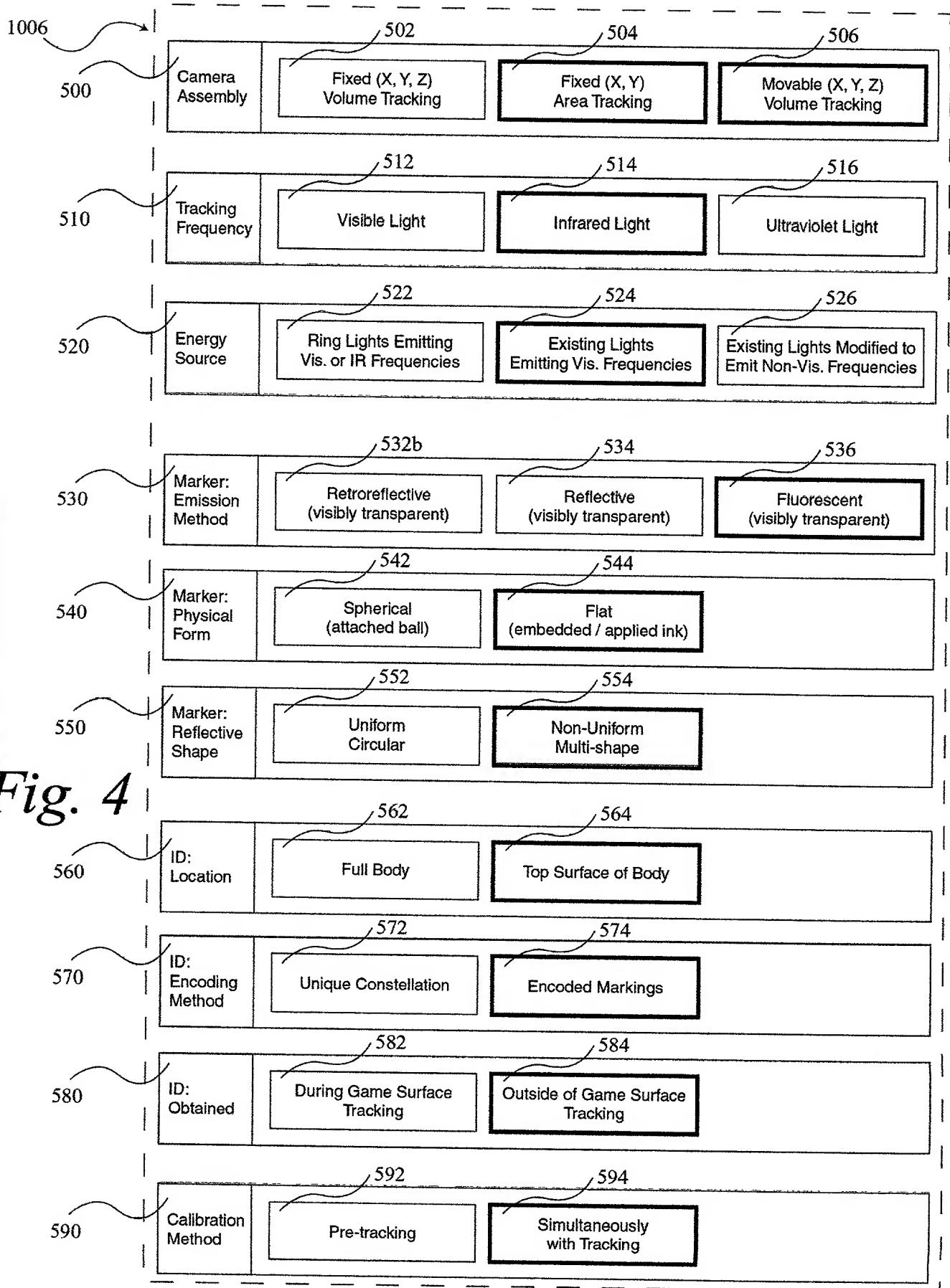


Fig. 4

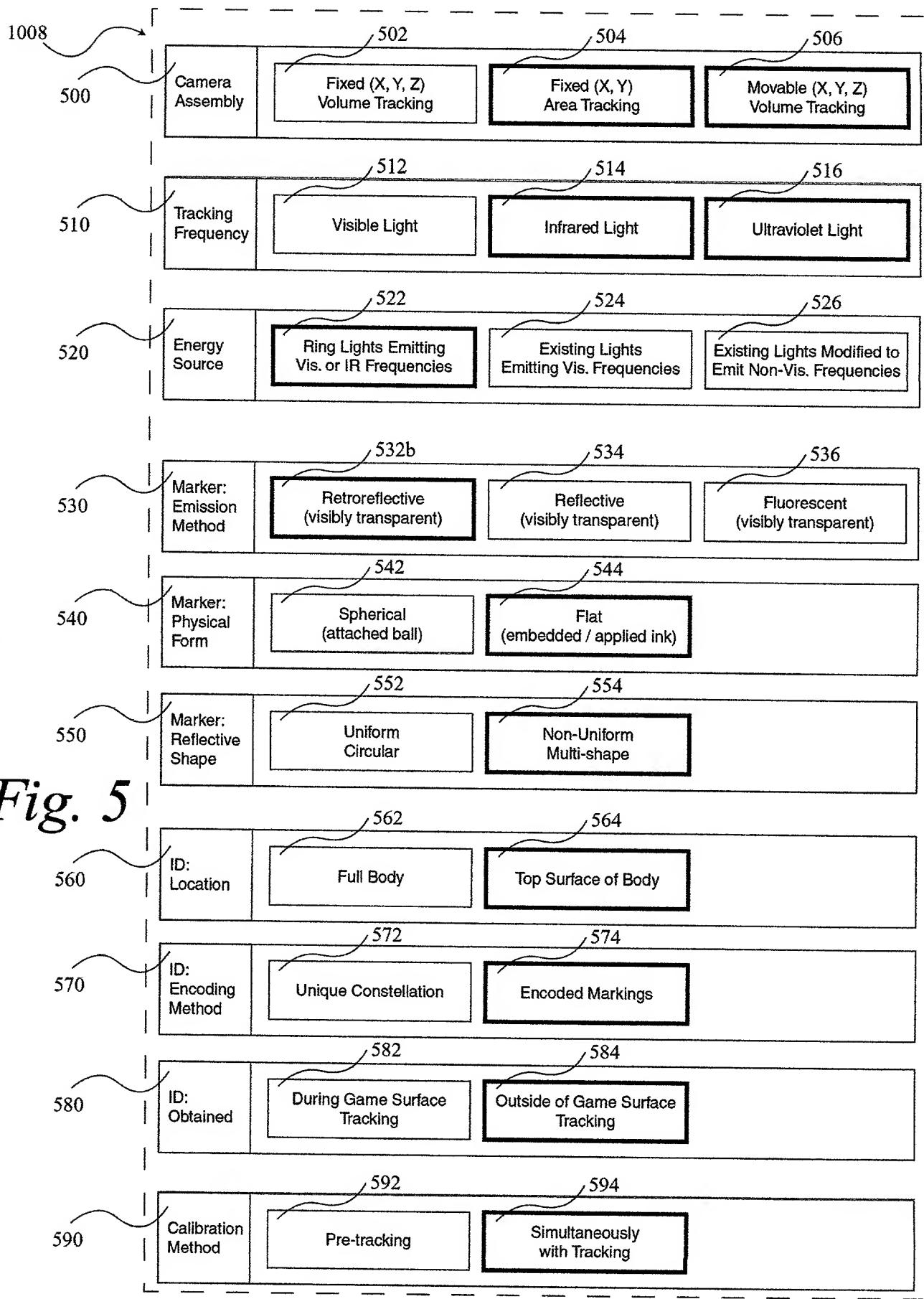


Fig. 5

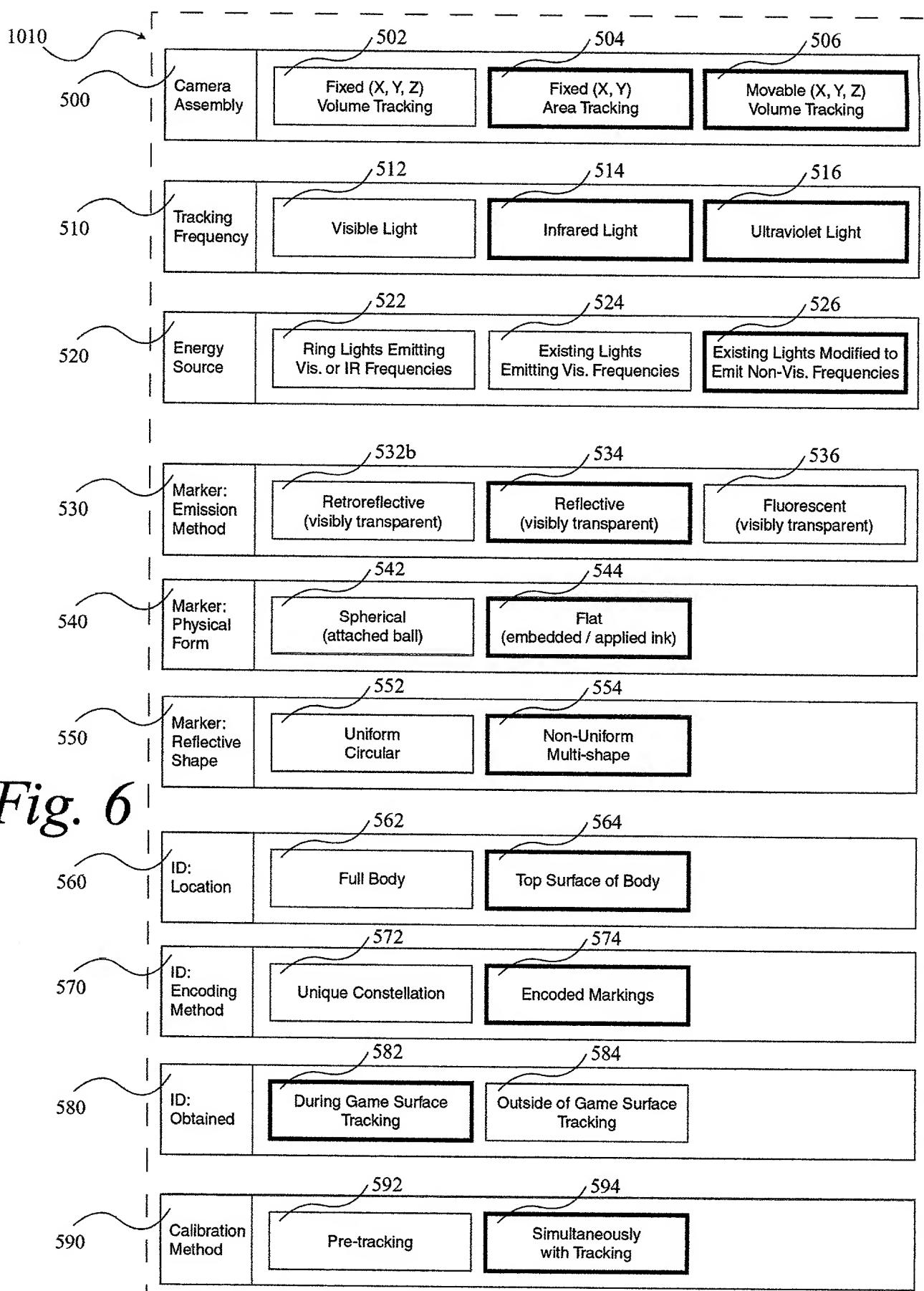


Fig. 6

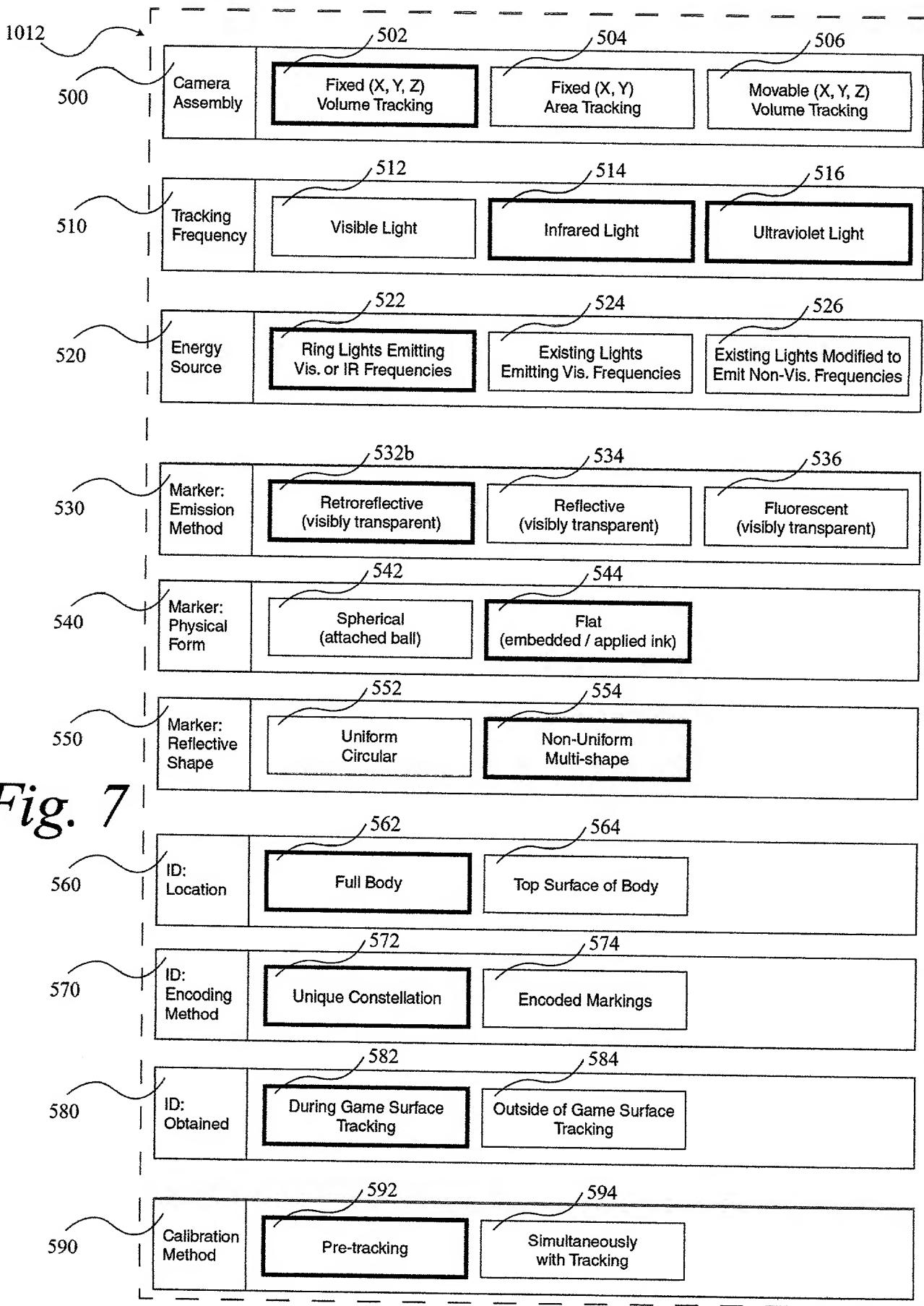
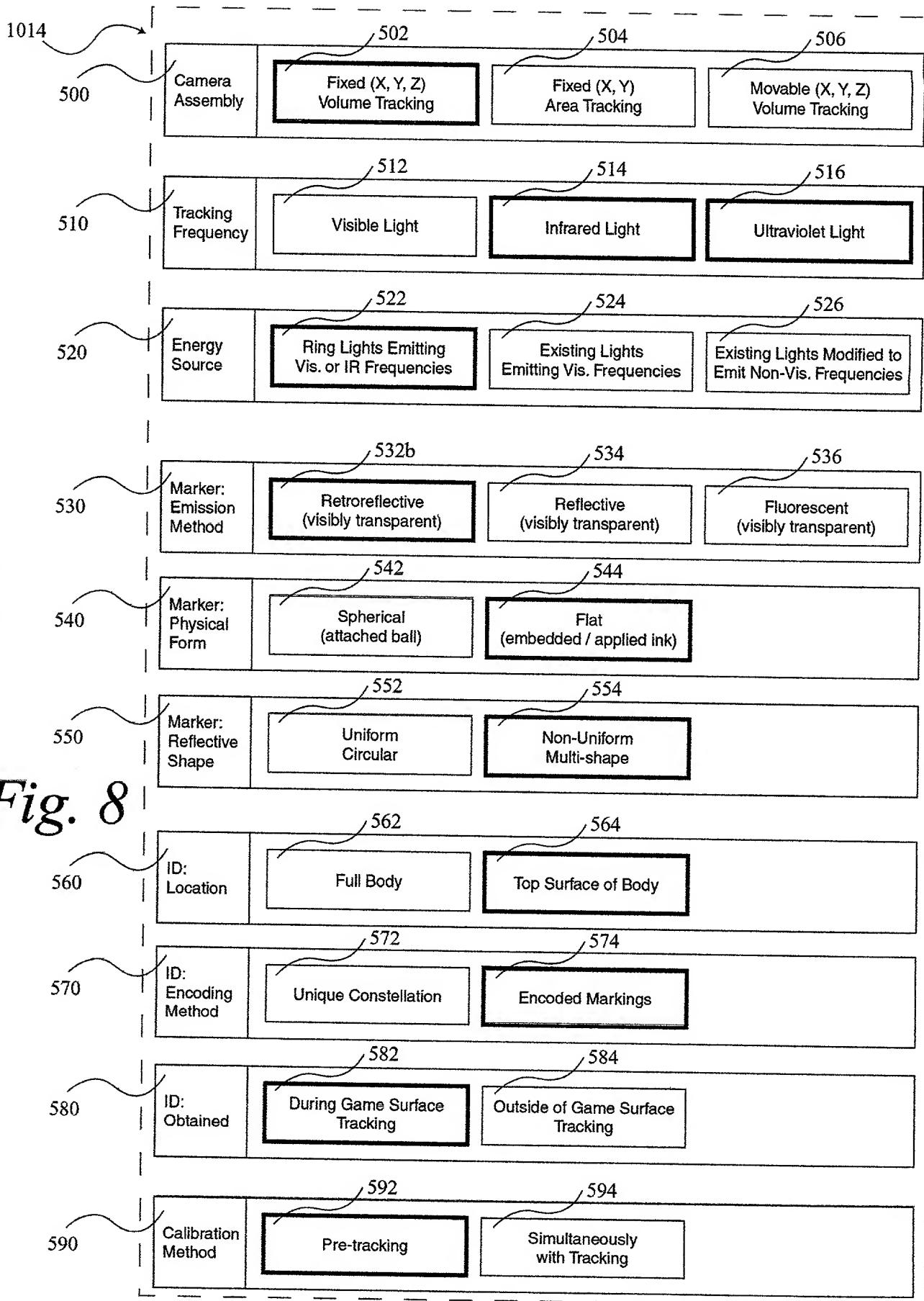


Fig. 7



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Fig. 8

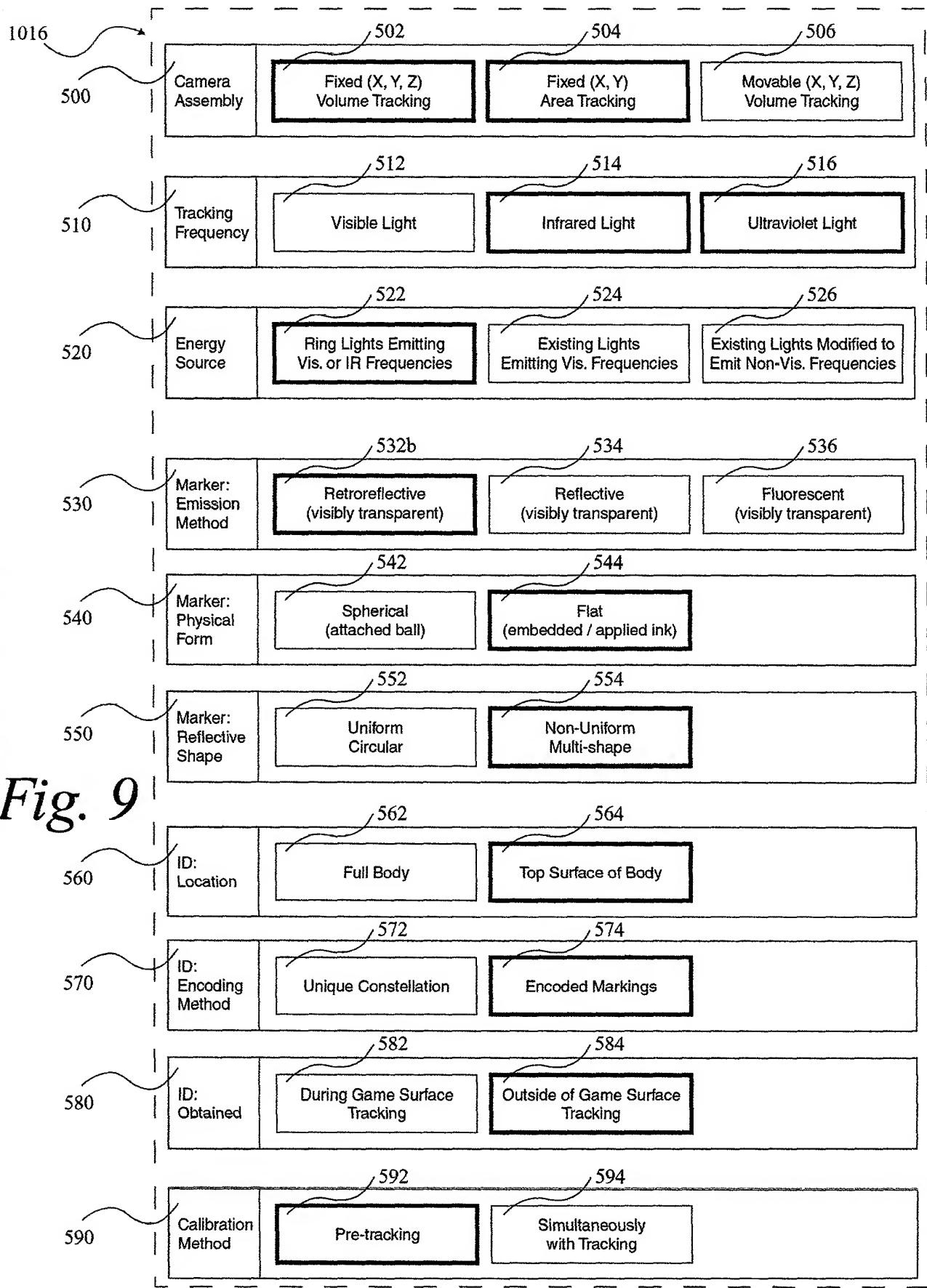


Fig. 9

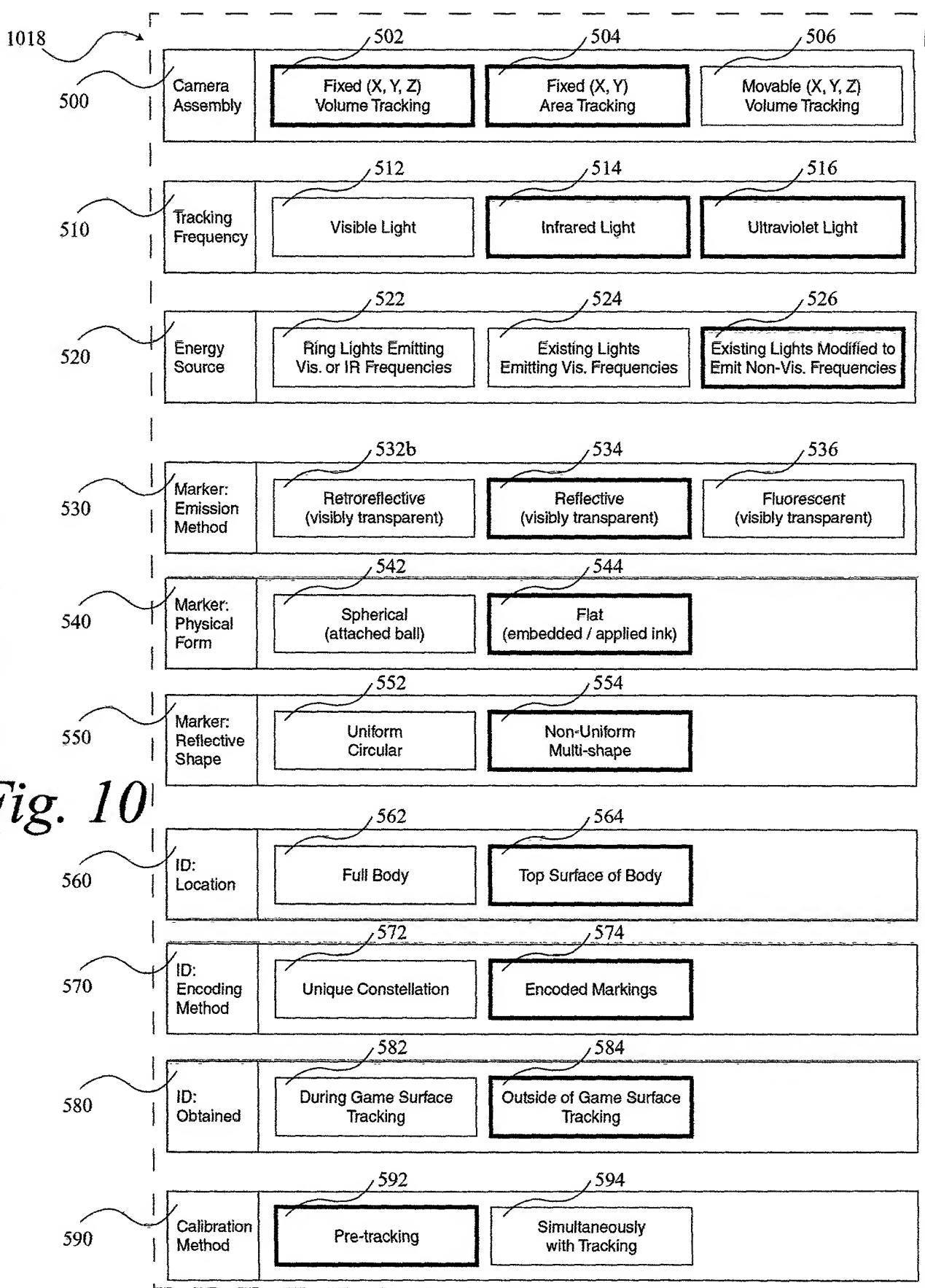
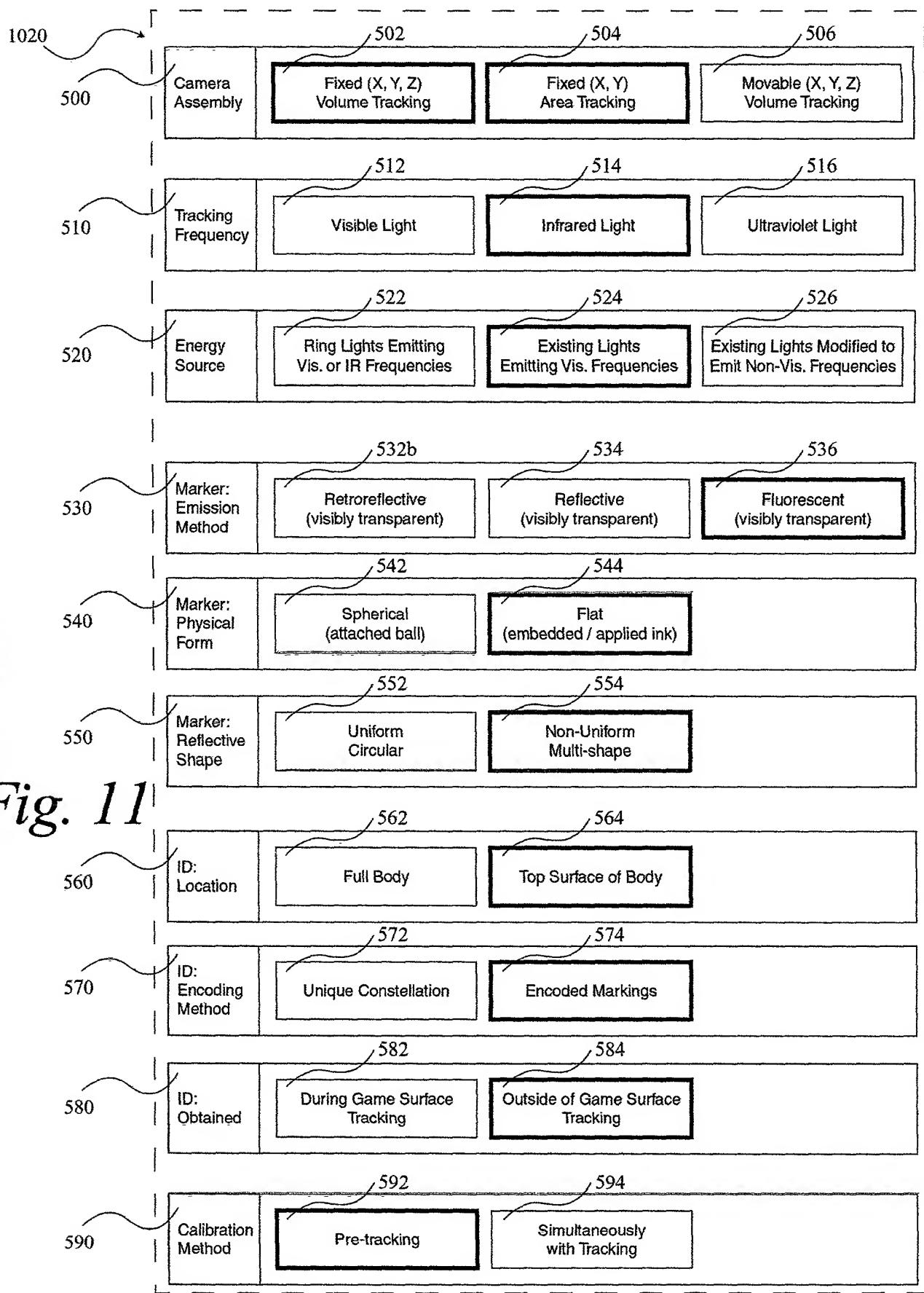


Fig. 10



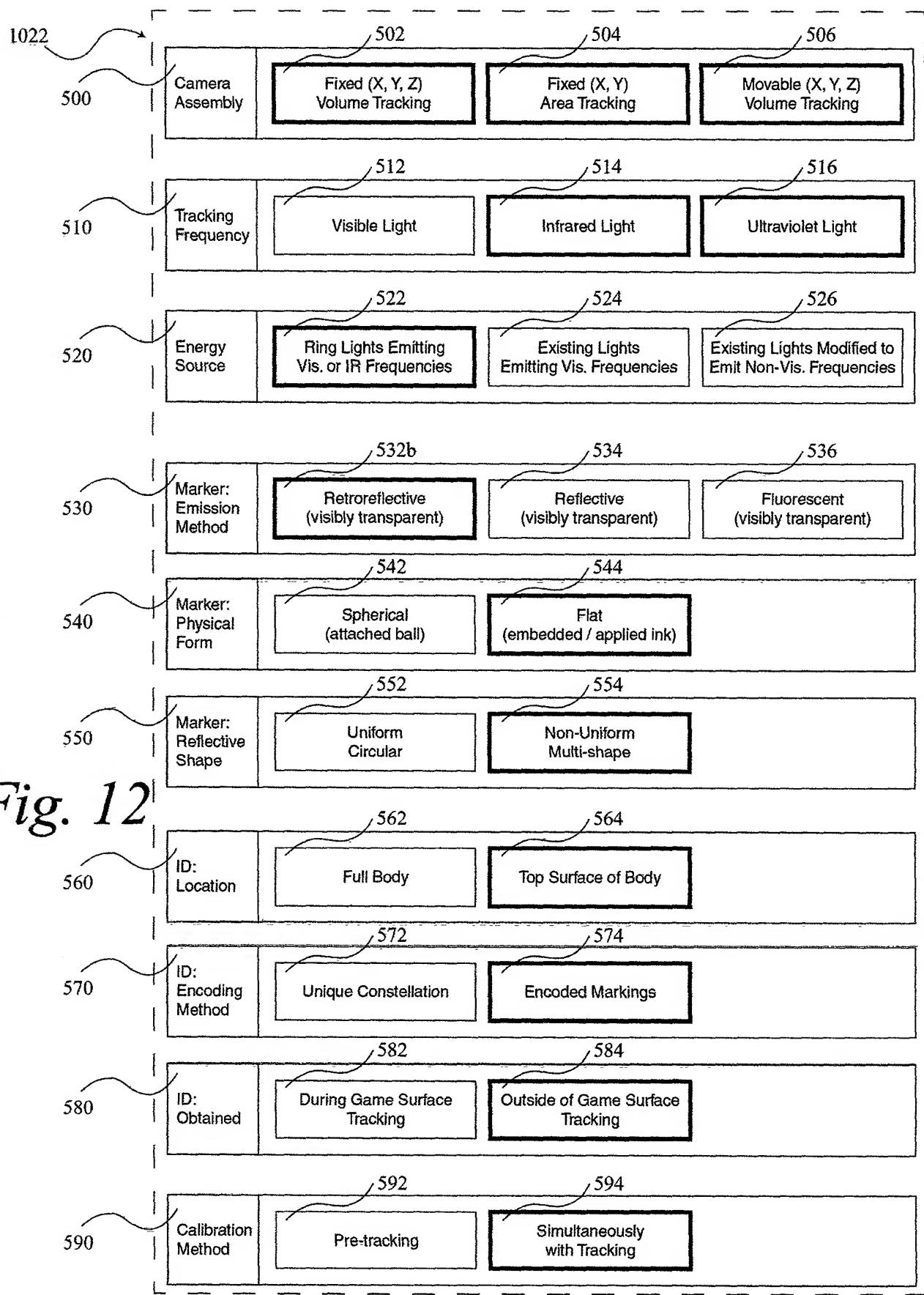


Fig. 12

Fig. 13a

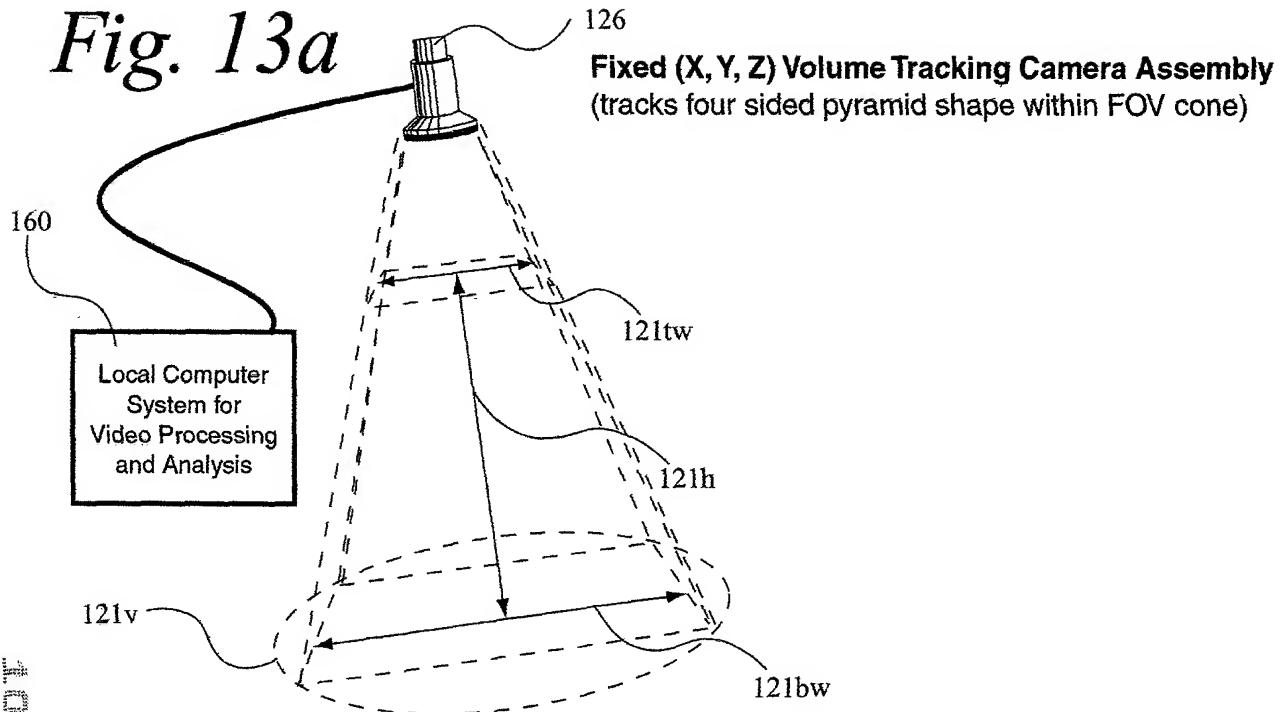
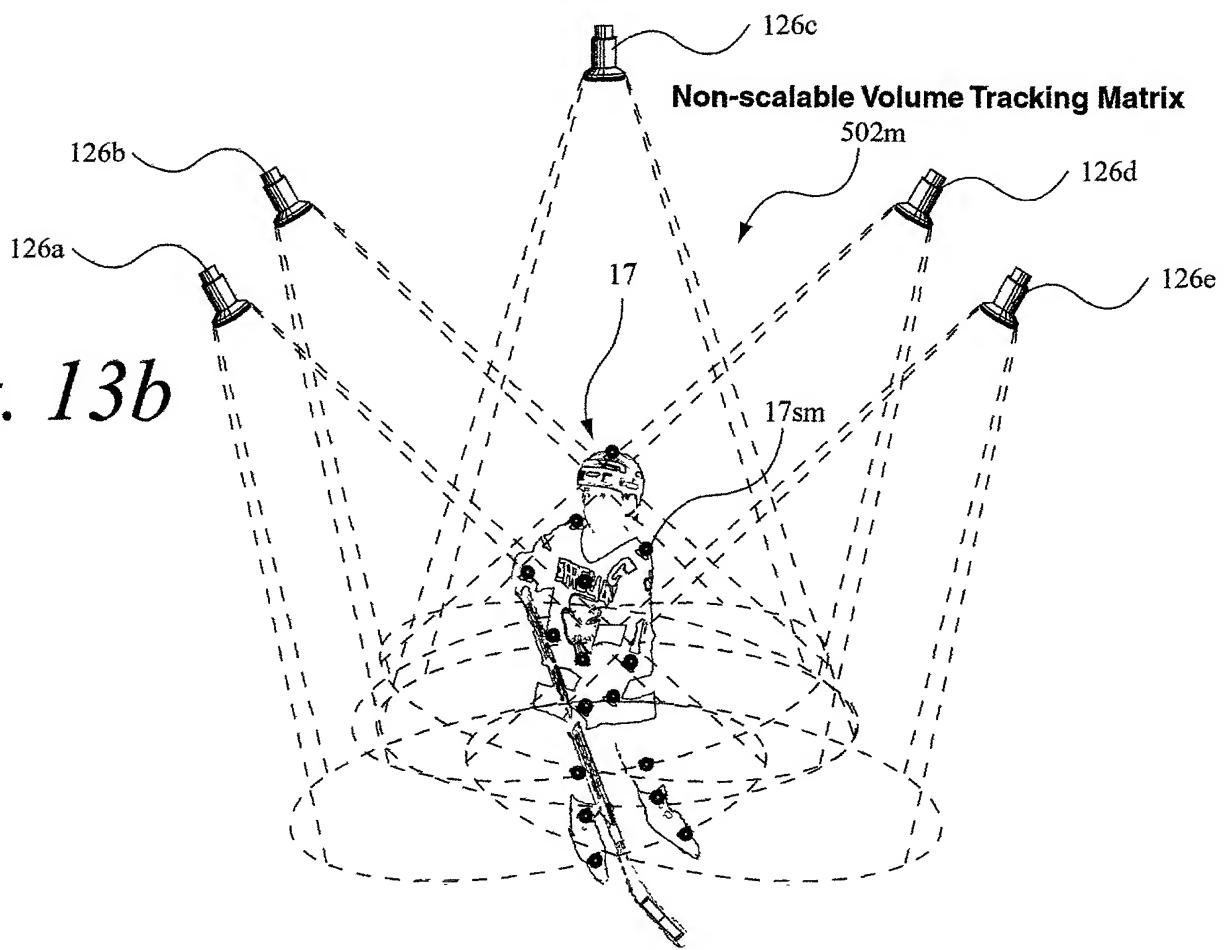
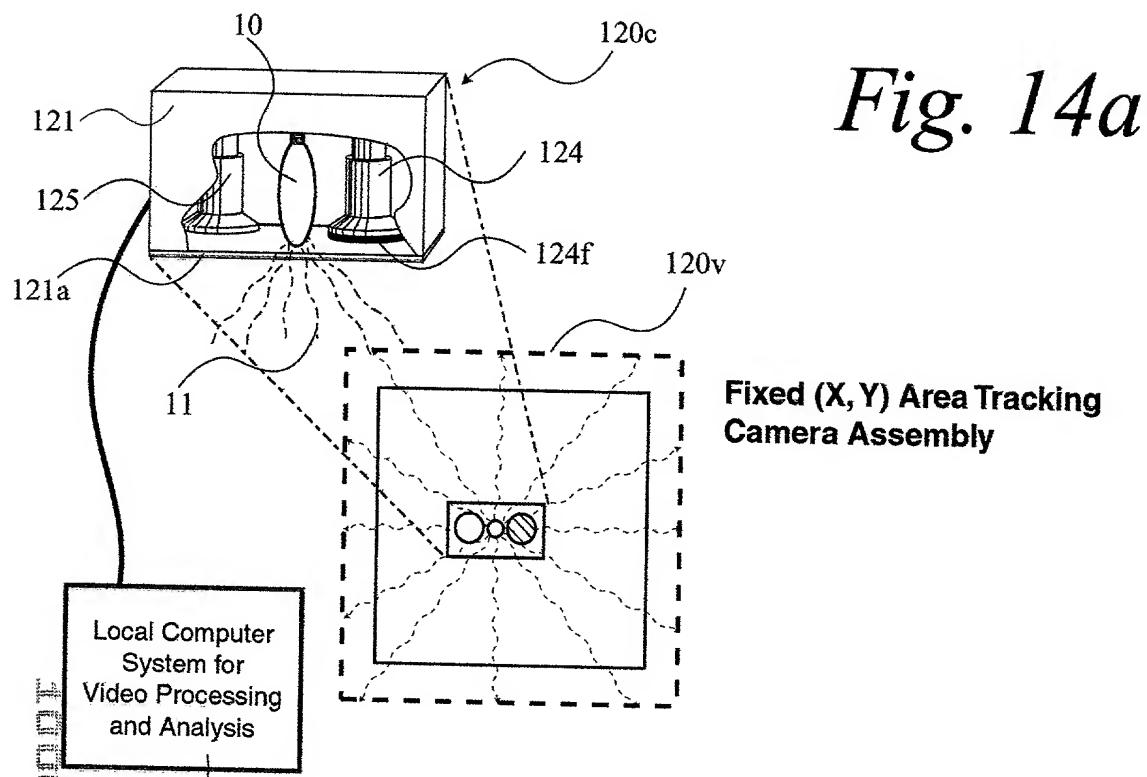
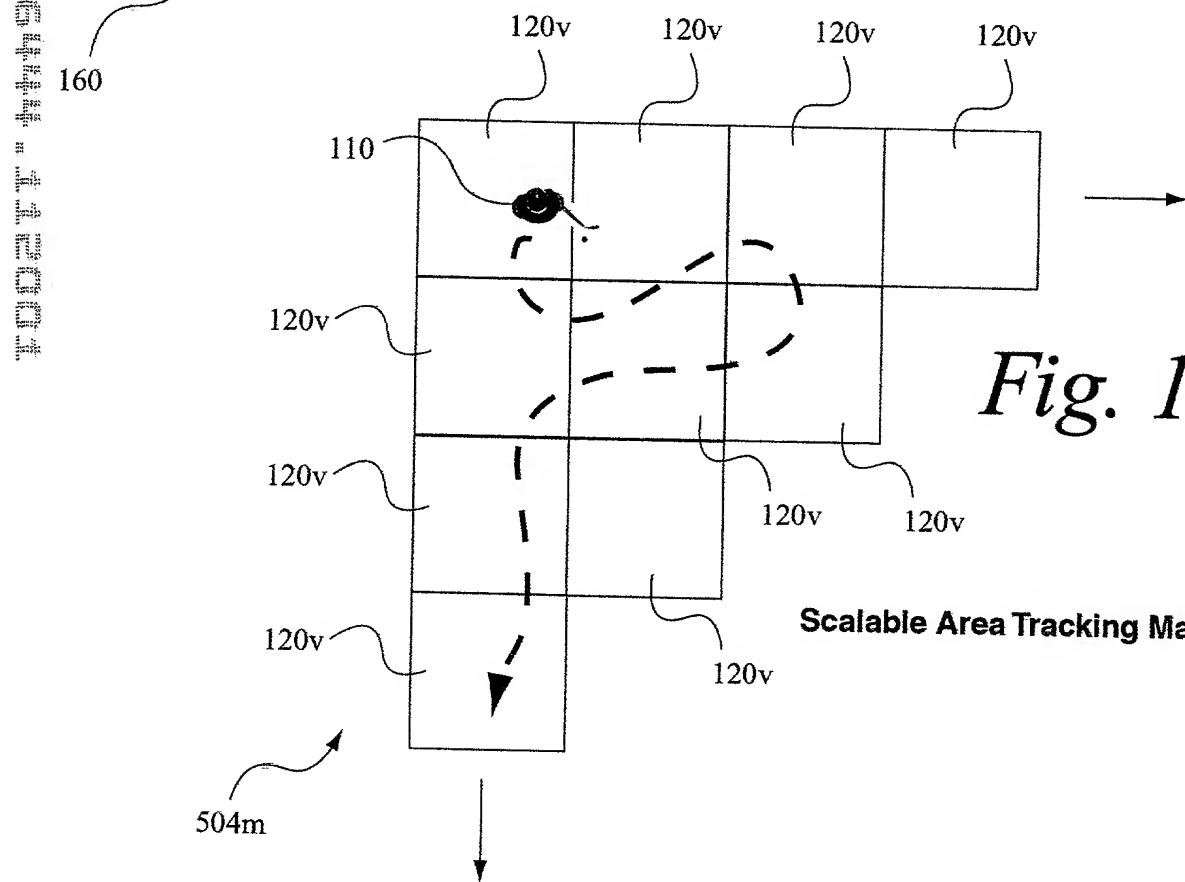


Fig. 13b





Fixed (X, Y) Area Tracking Camera Assembly



Scalable Area Tracking Matrix

Fig. 15a

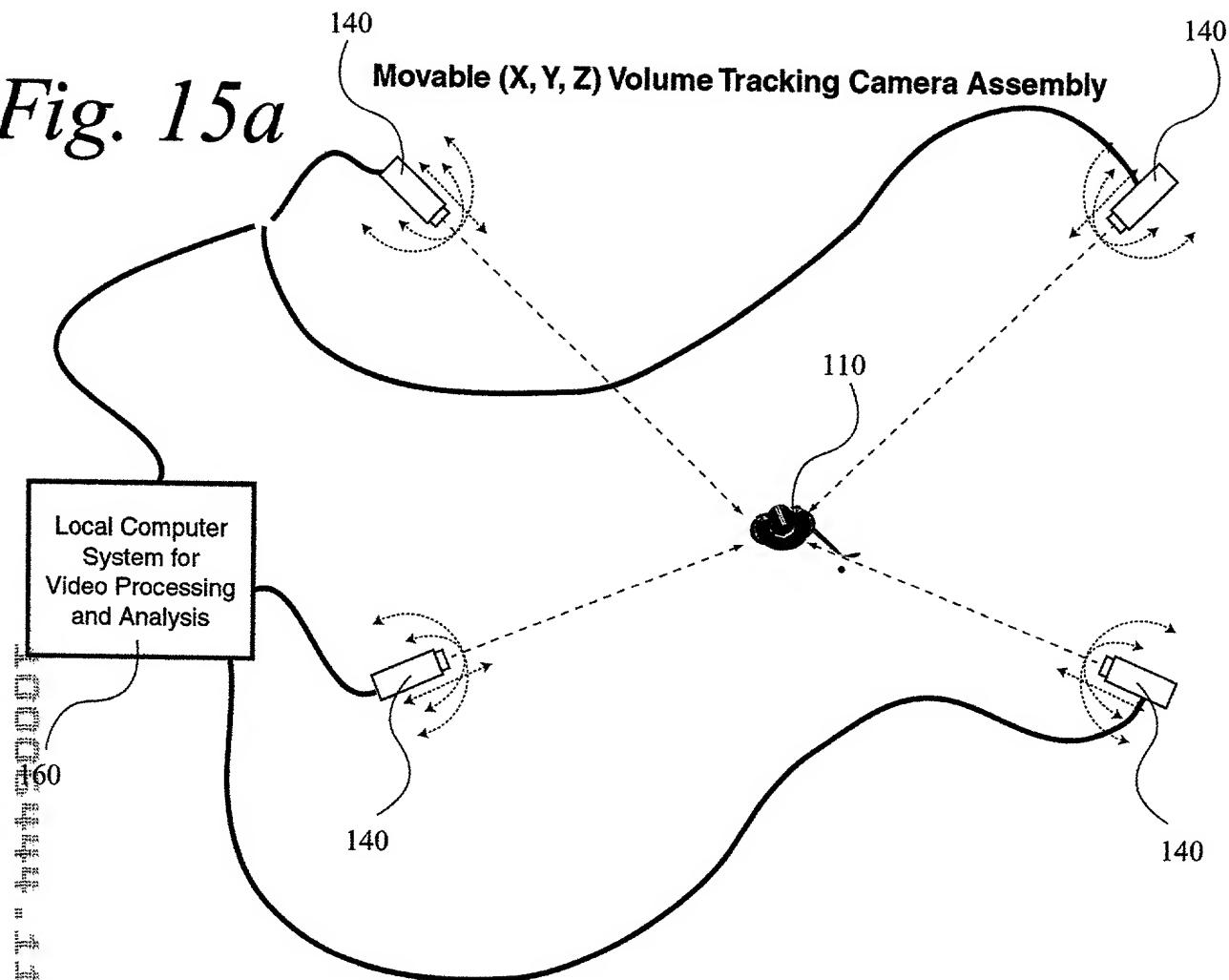


Fig. 15b

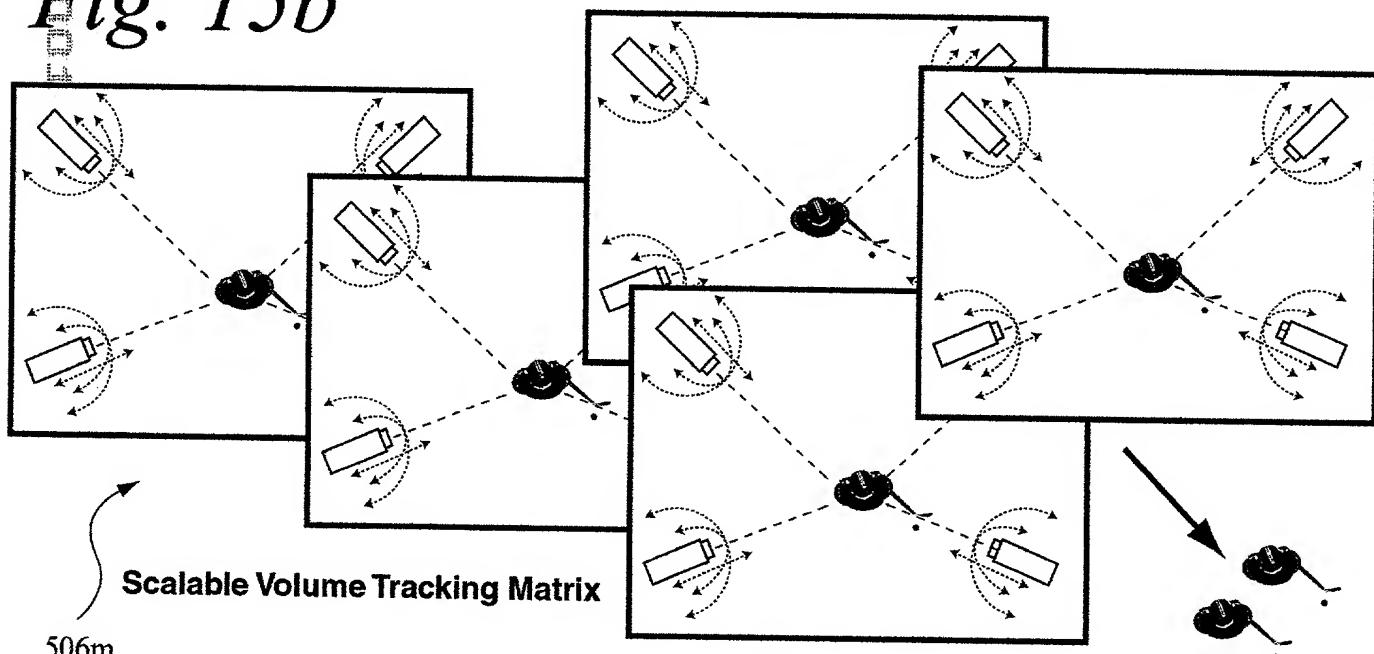


Fig. 16a

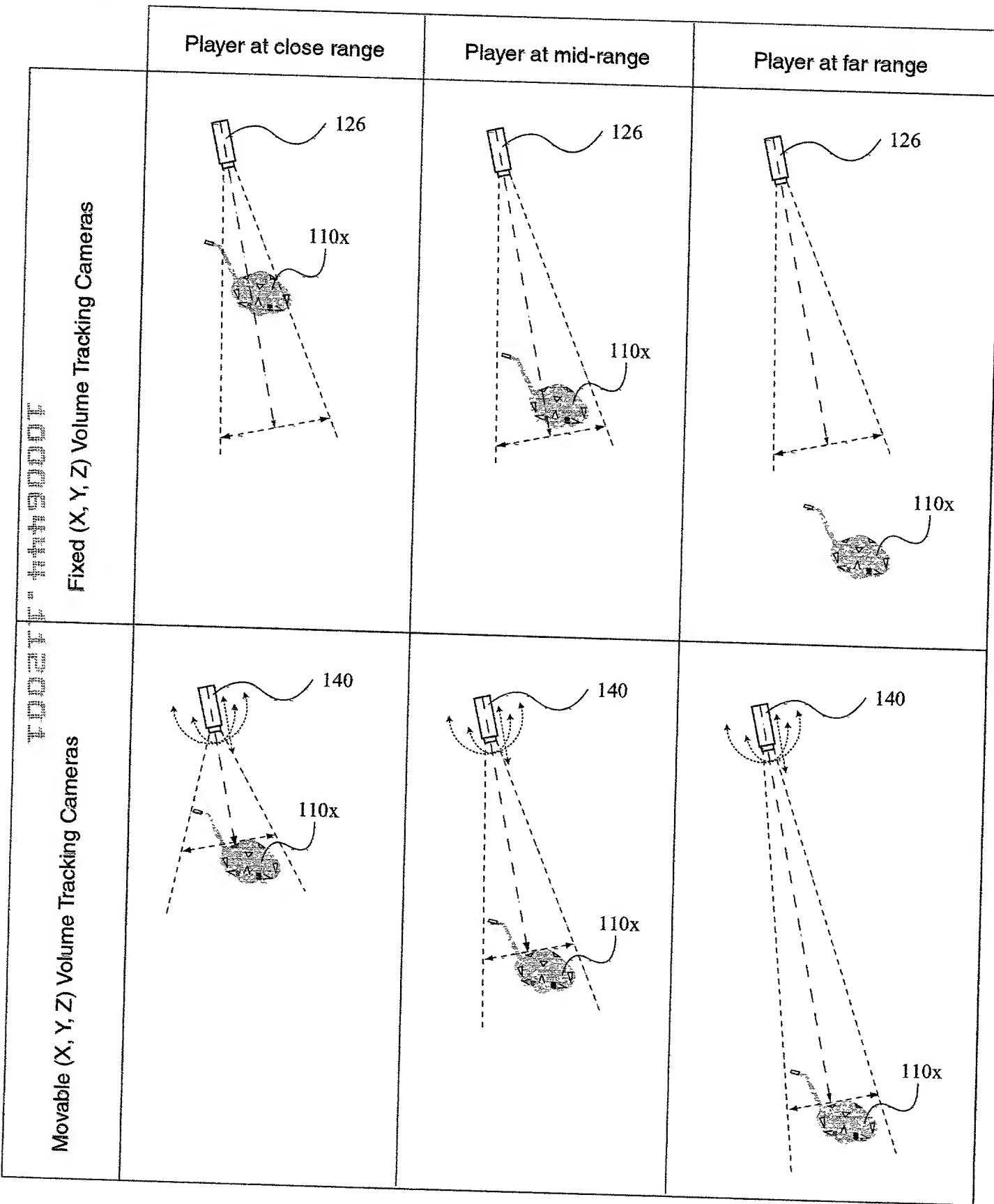


Fig. 16b

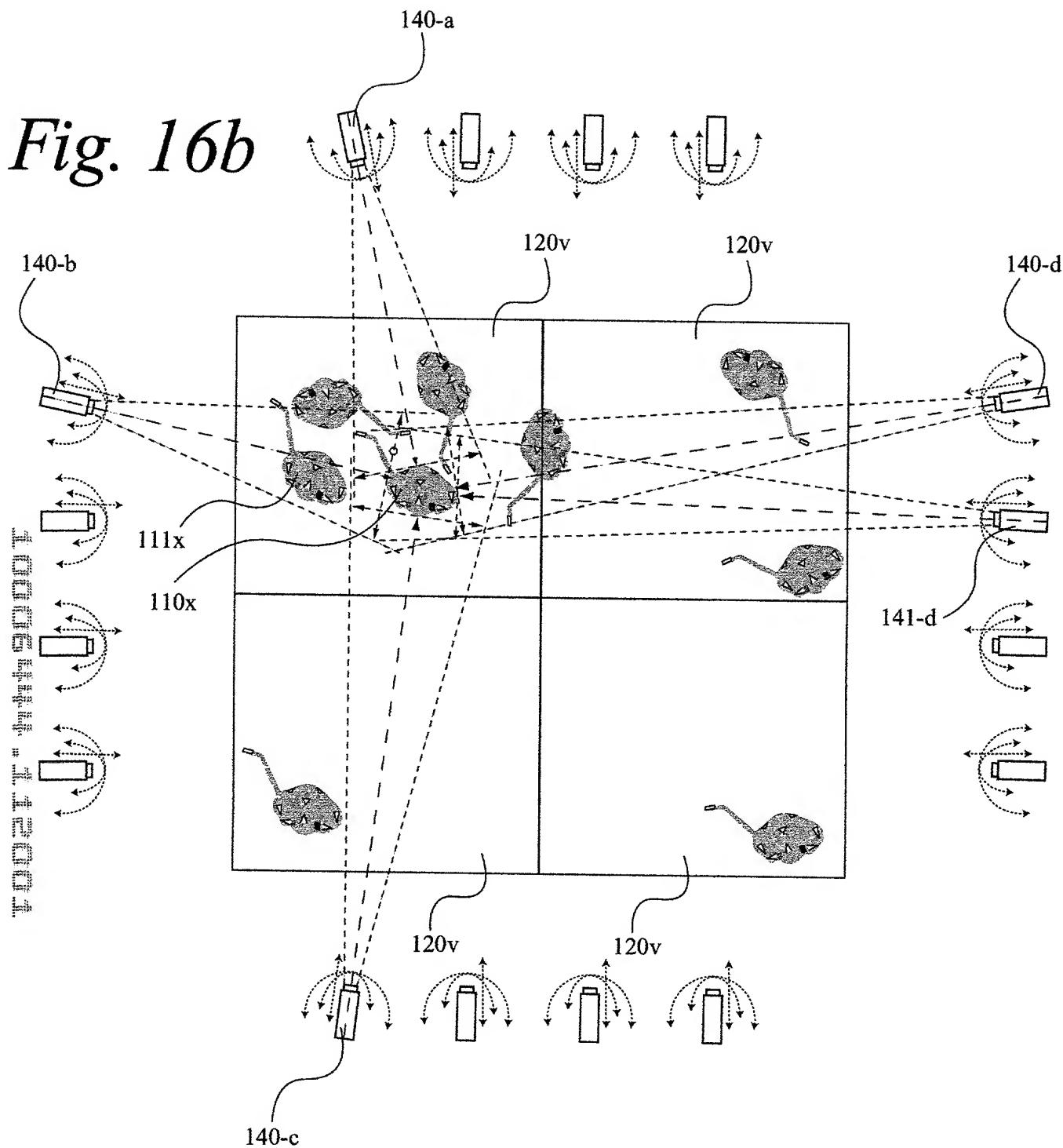


Fig. 17

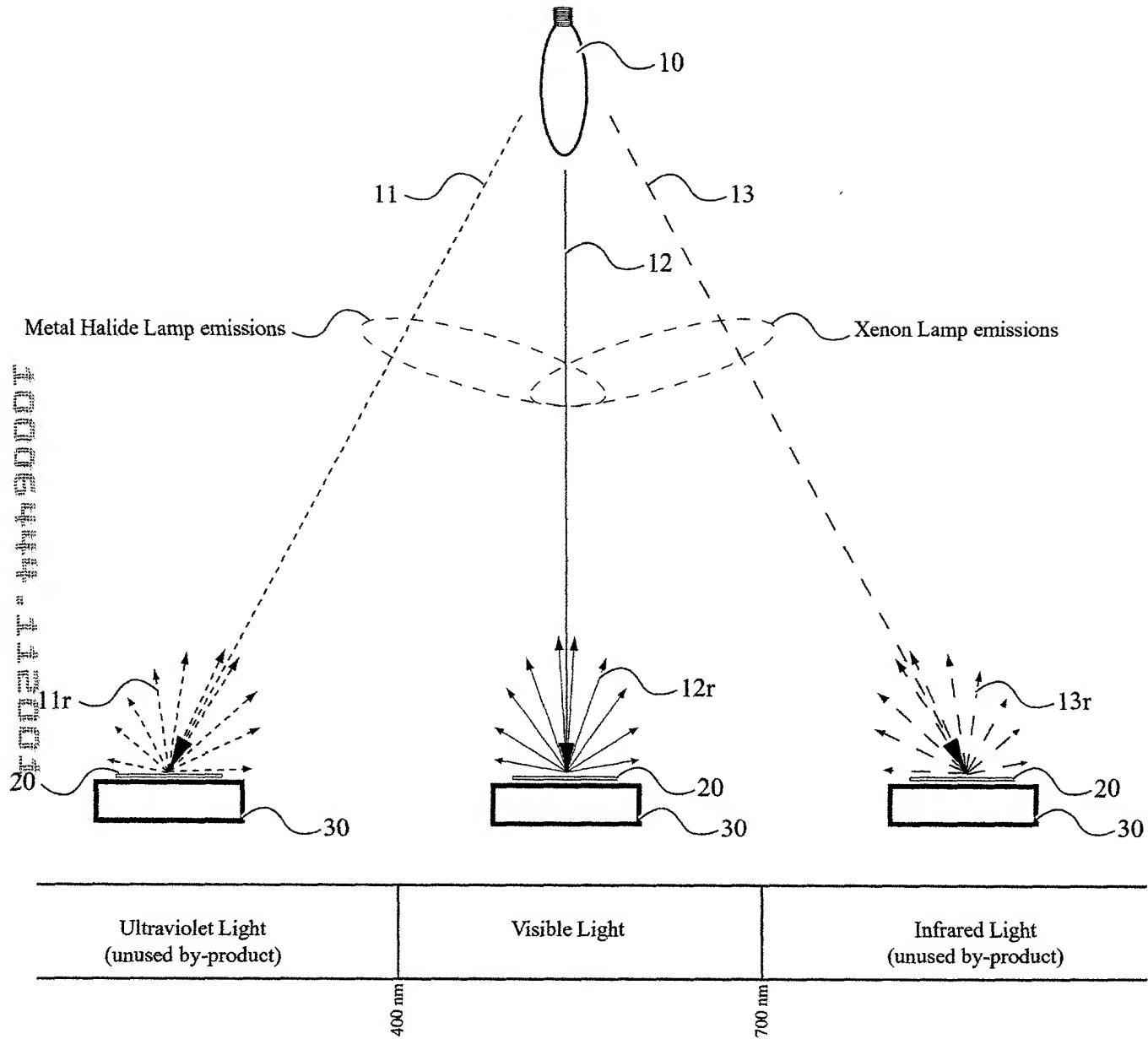


Fig. 18a

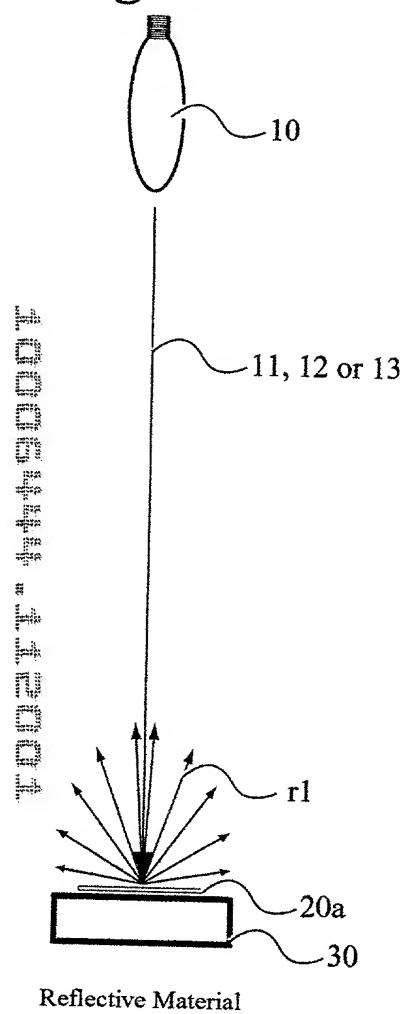


Fig. 18b

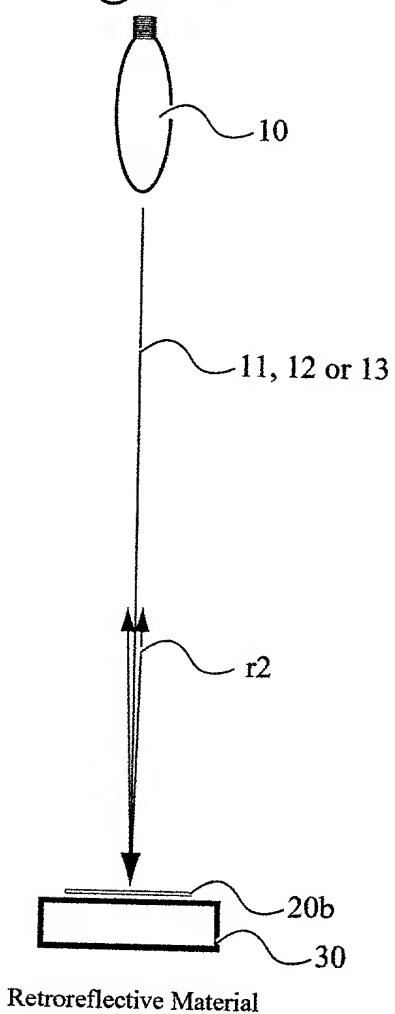


Fig. 18c

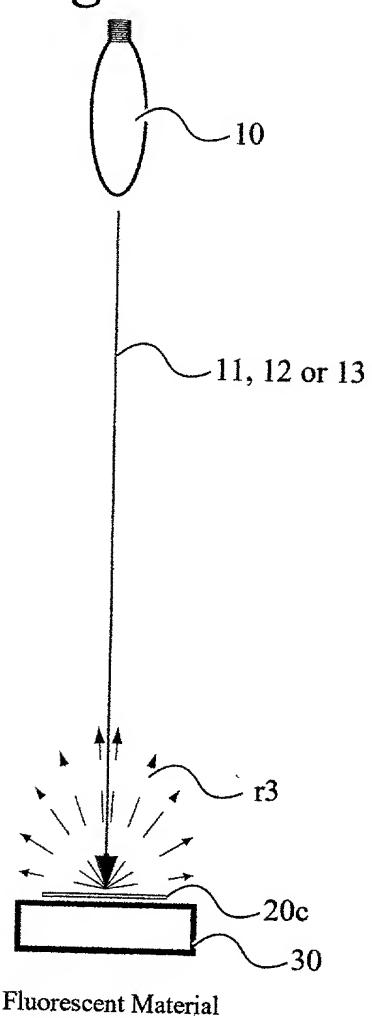
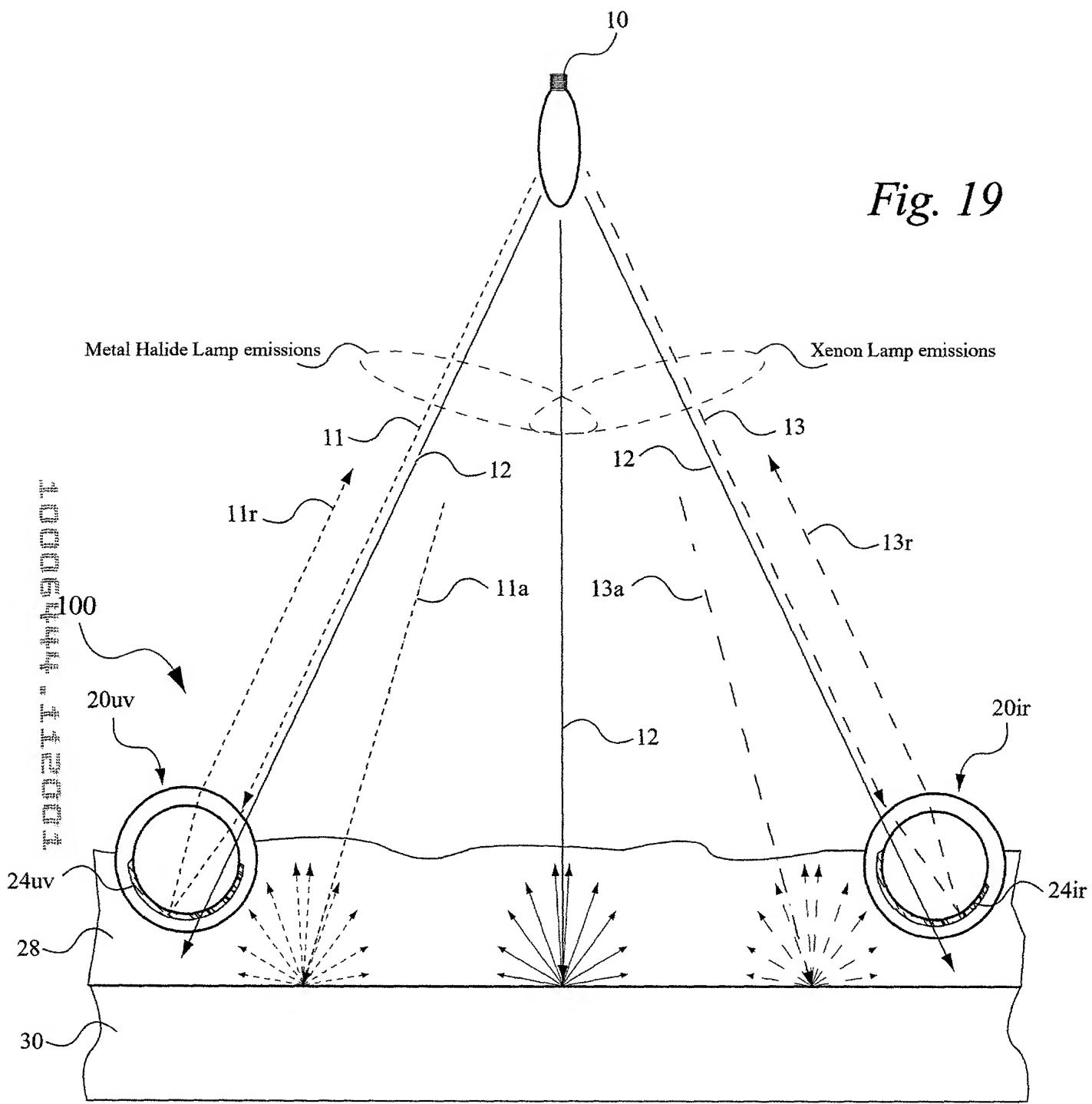


Fig. 19



Ultraviolet Light
(used to illuminate object tracking
markers for machine vision system)

Visible Light
(used to illuminate playing
venue for audience)

Infrared Light
(used to illuminate object tracking
markers for machine vision system)

400 nm

700 nm

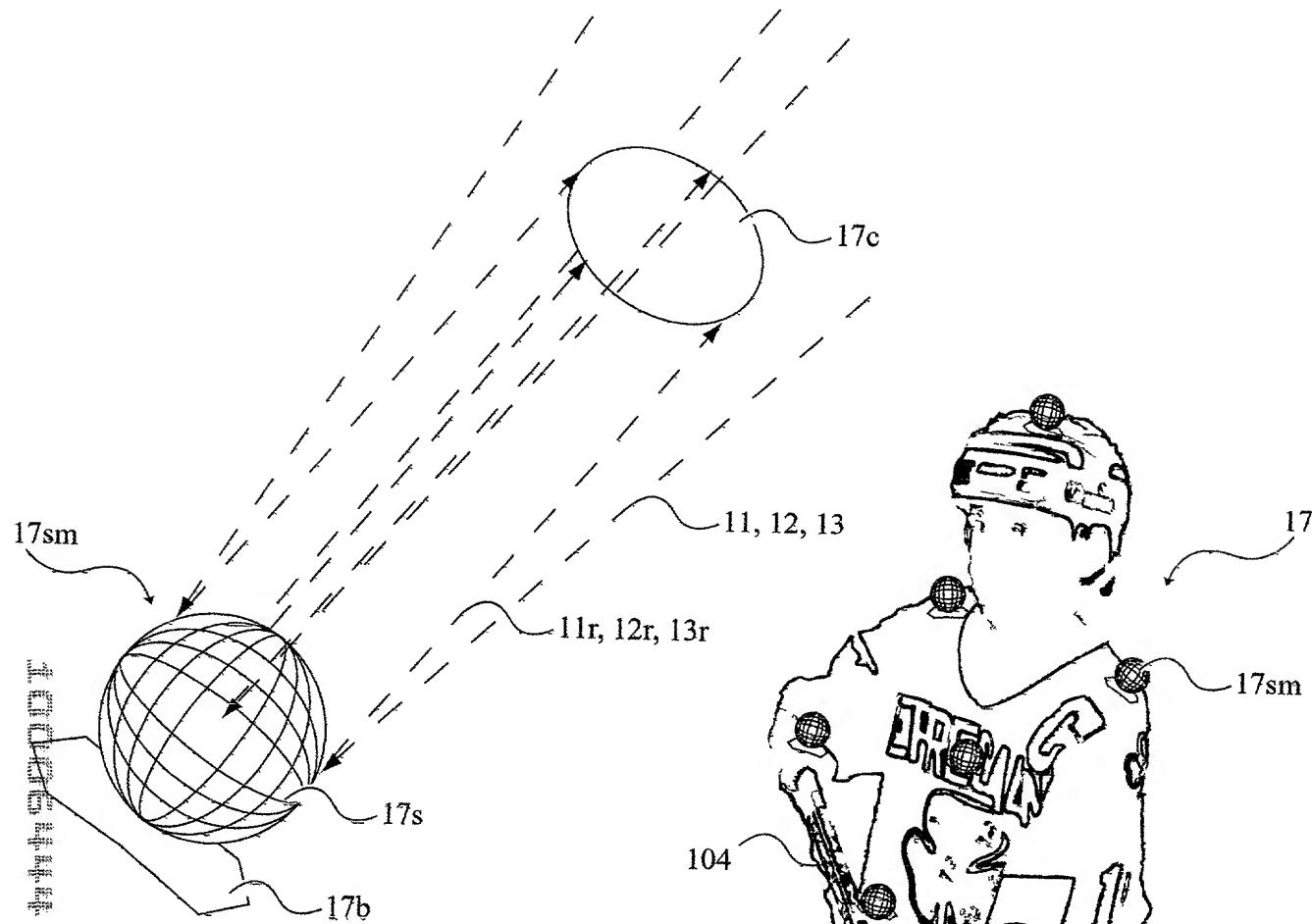


Fig. 20a

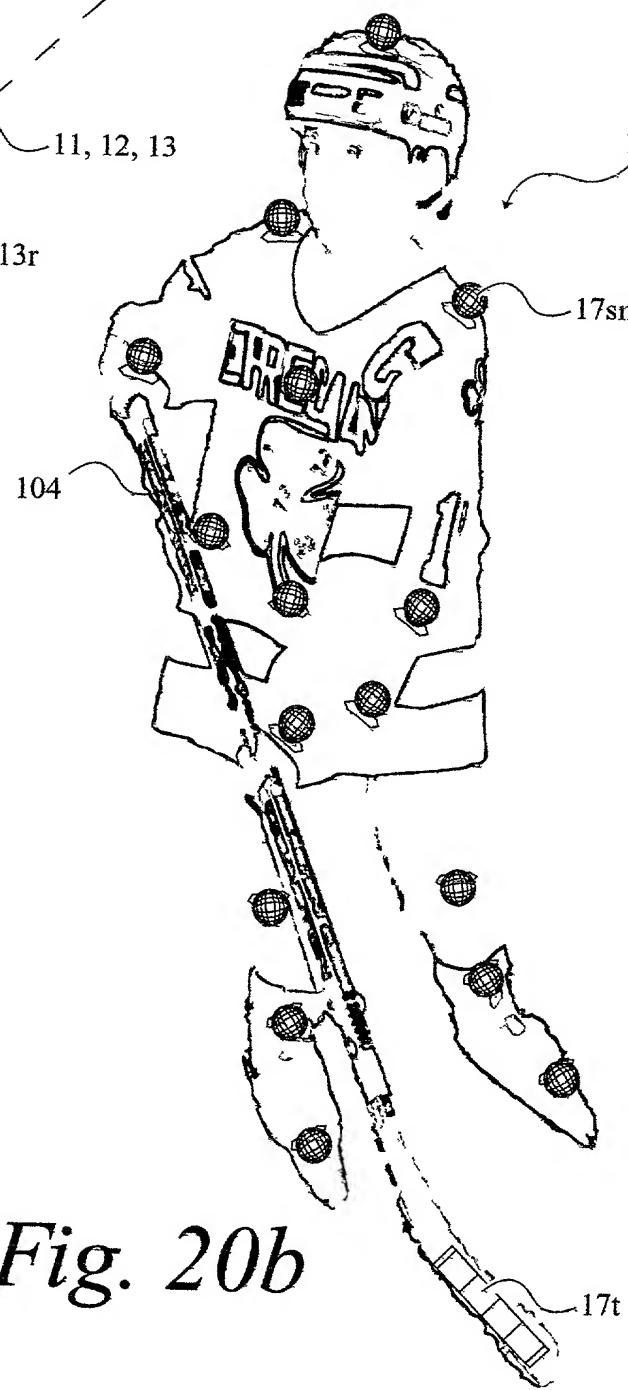


Fig. 20b

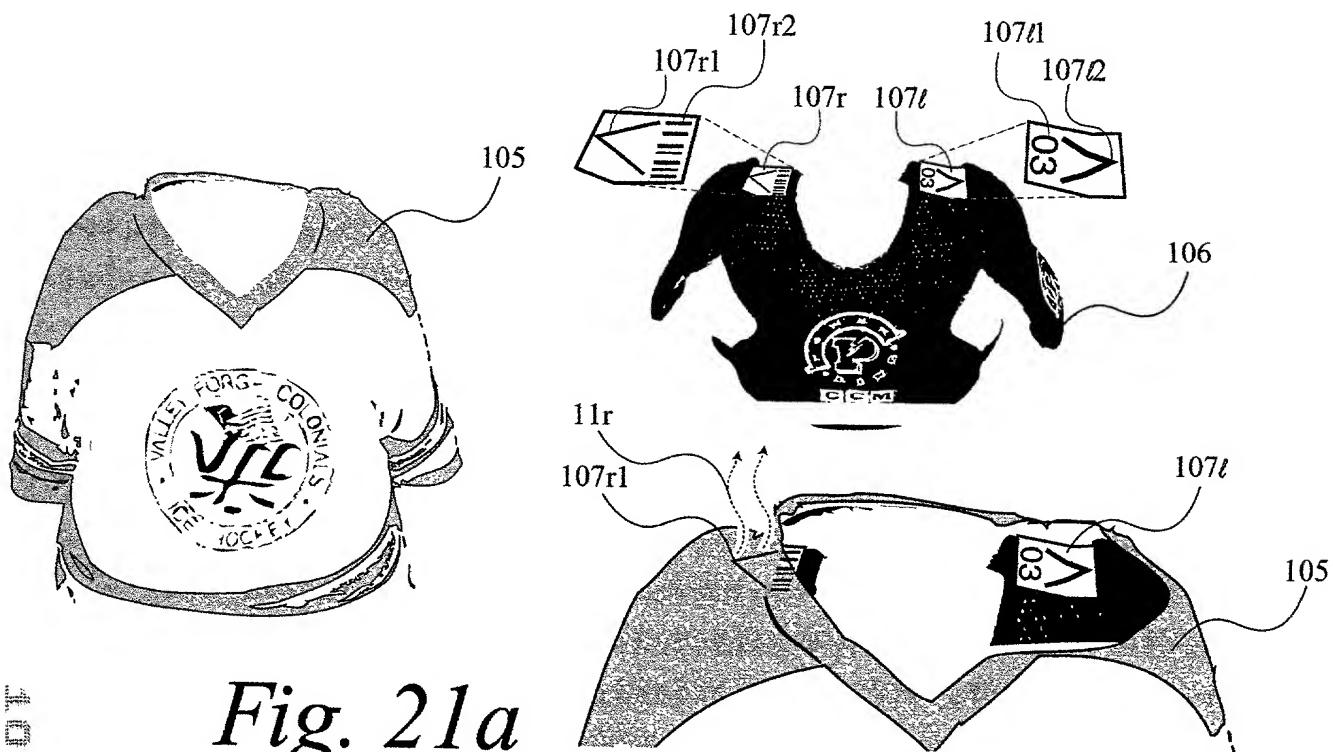


Fig. 21a

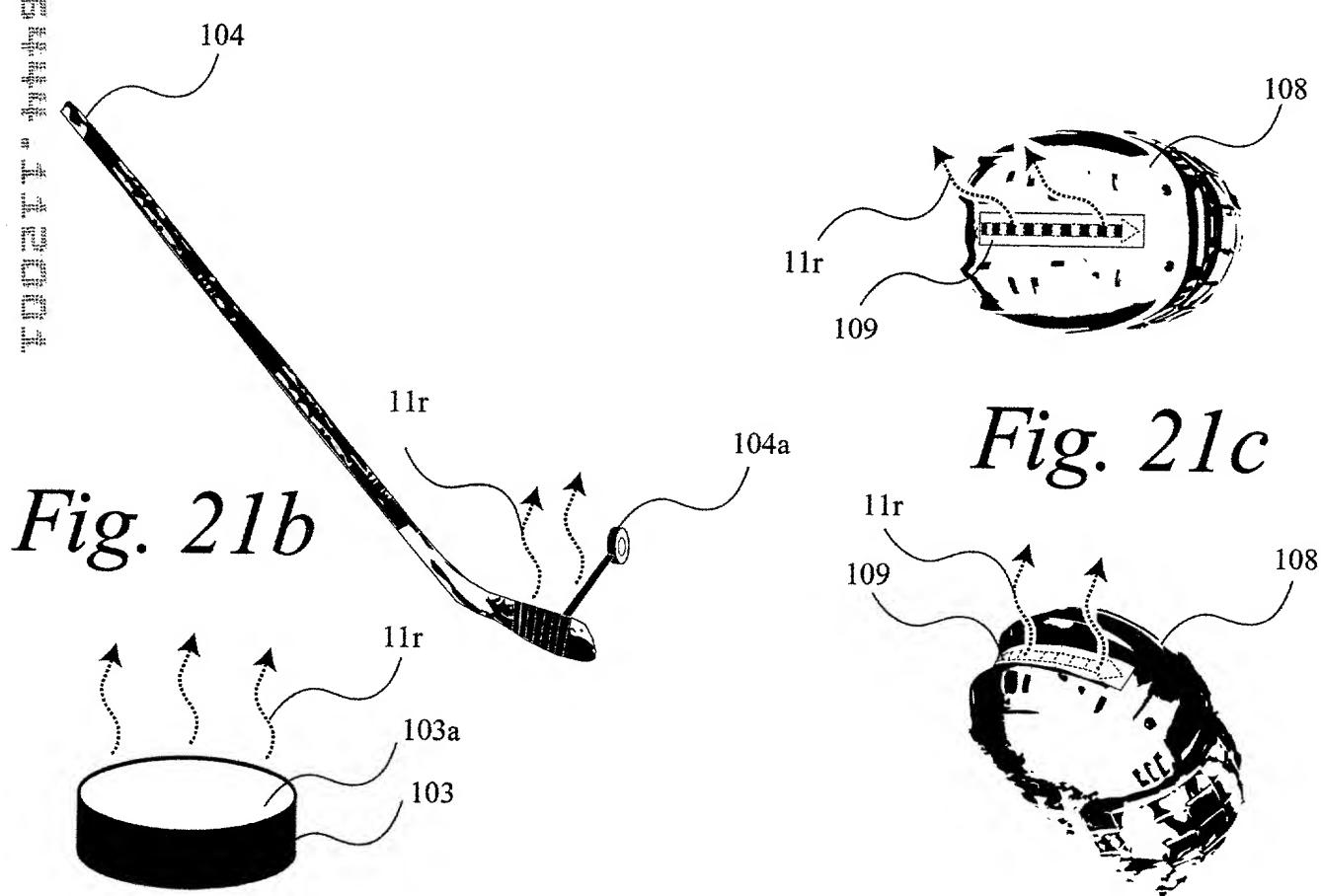


Fig. 21b

Fig. 21c

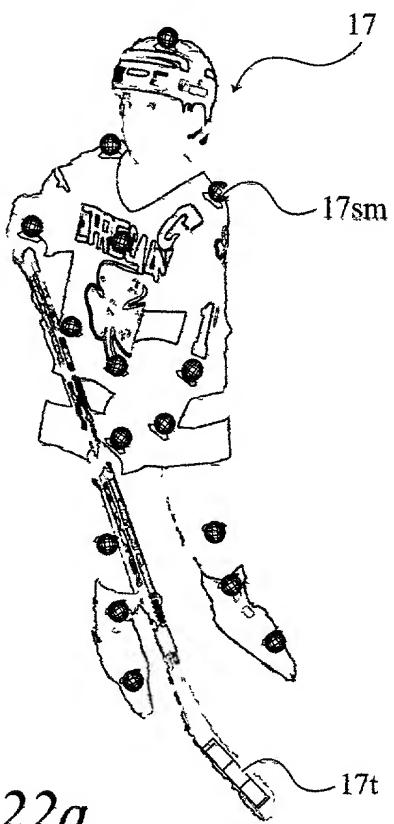


Fig. 22a



Fig. 22c

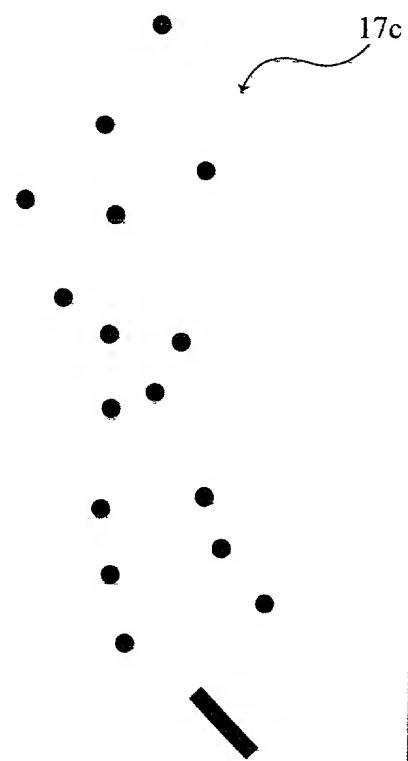


Fig. 22b

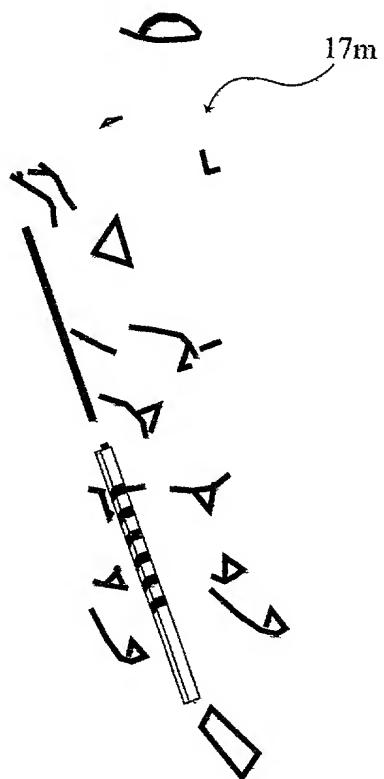


Fig. 22d

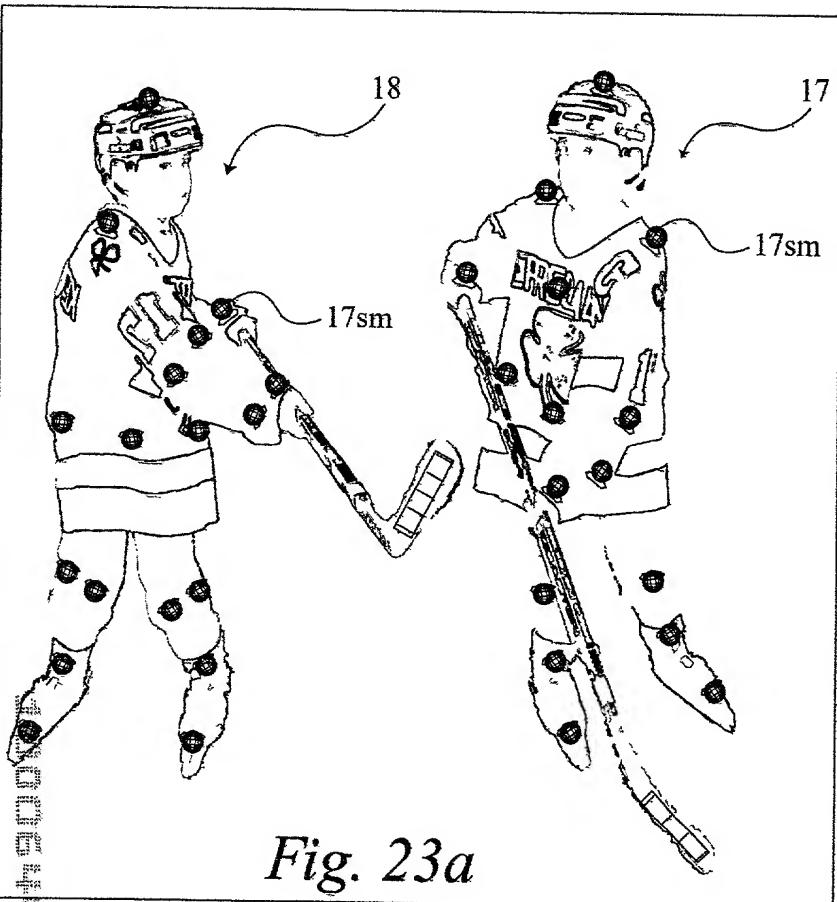


Fig. 23a

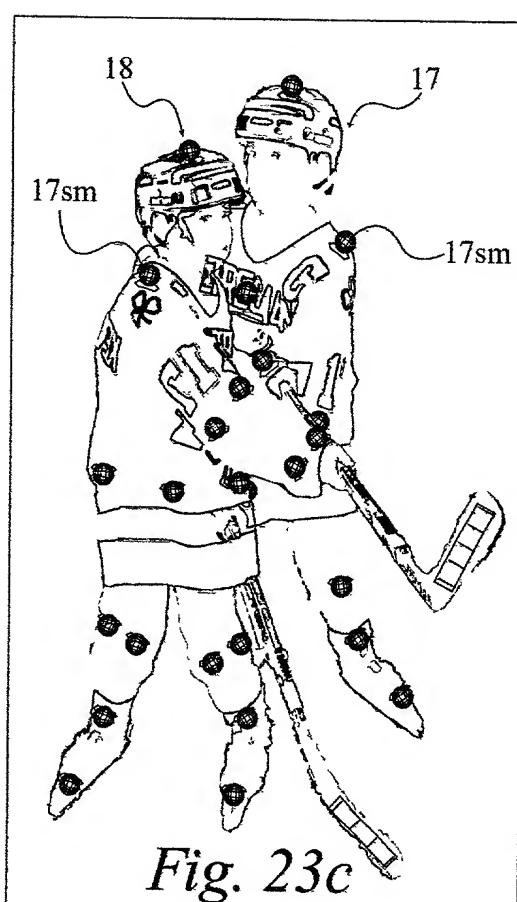


Fig. 23c

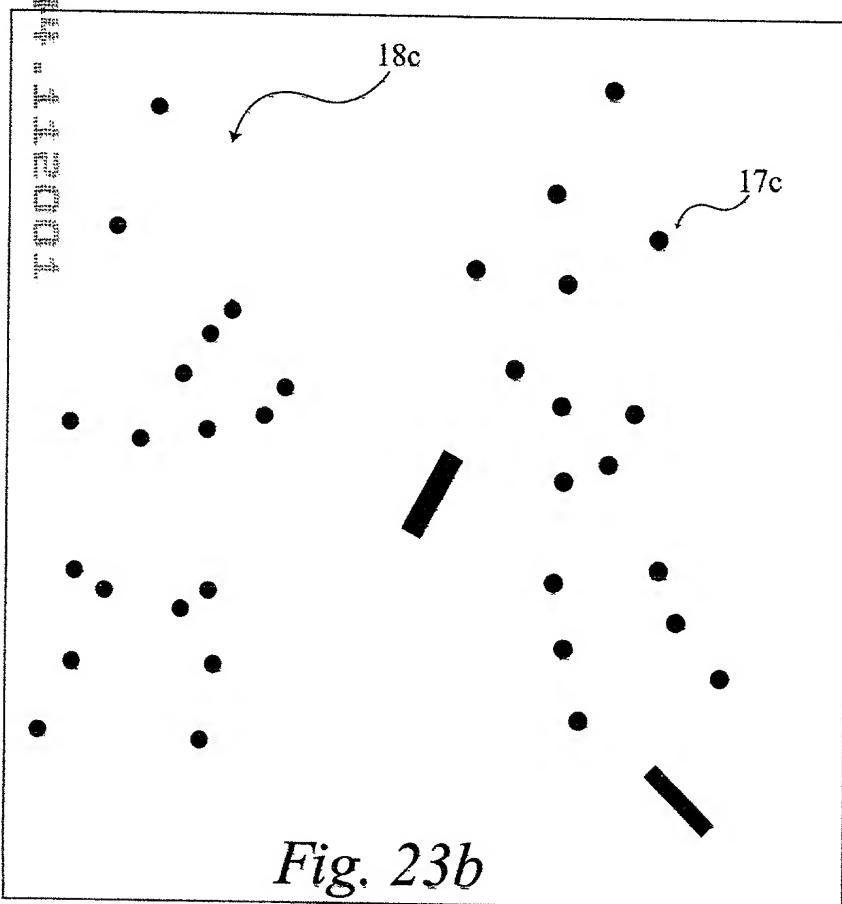


Fig. 23b

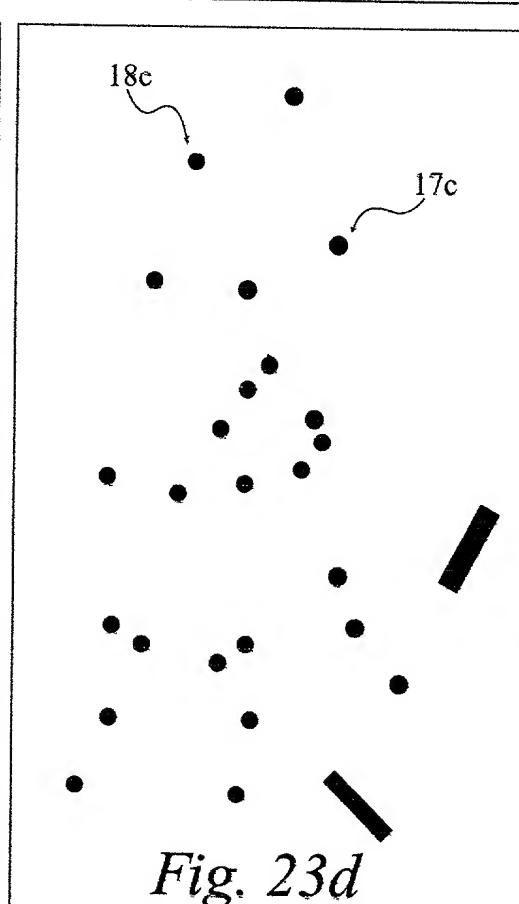
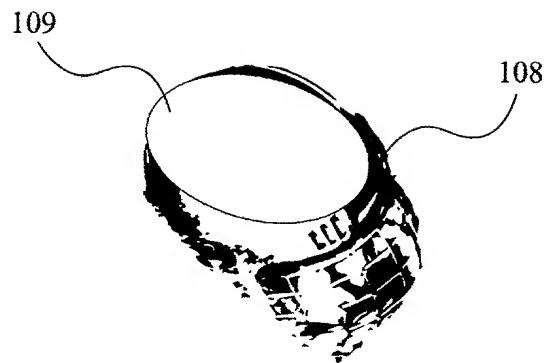


Fig. 23d

Fig. 24



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* 109id64

109jd00

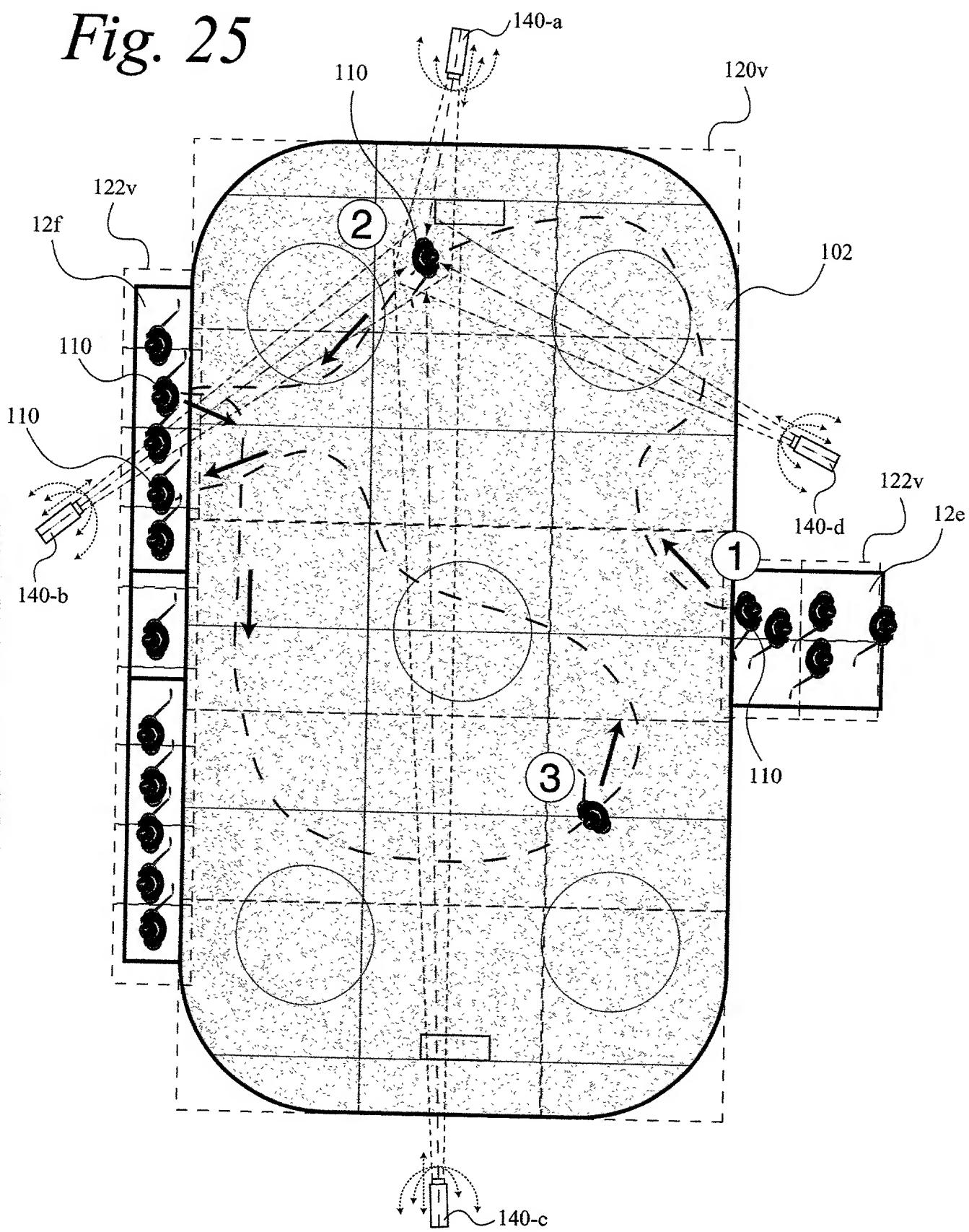
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109id13

109tm

109id&tm

Fig. 25



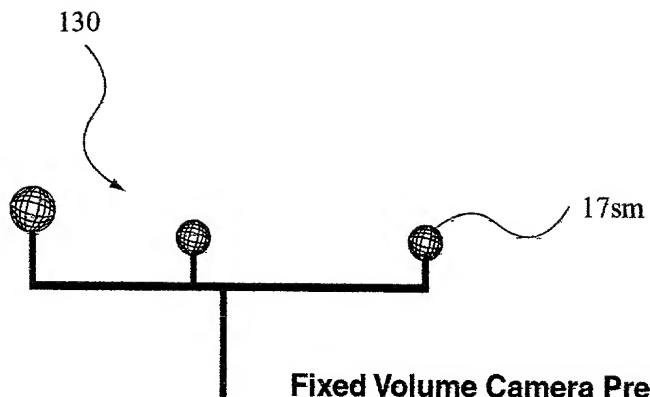


Fig. 26a

Fixed Volume Camera Pre-tracking Calibration

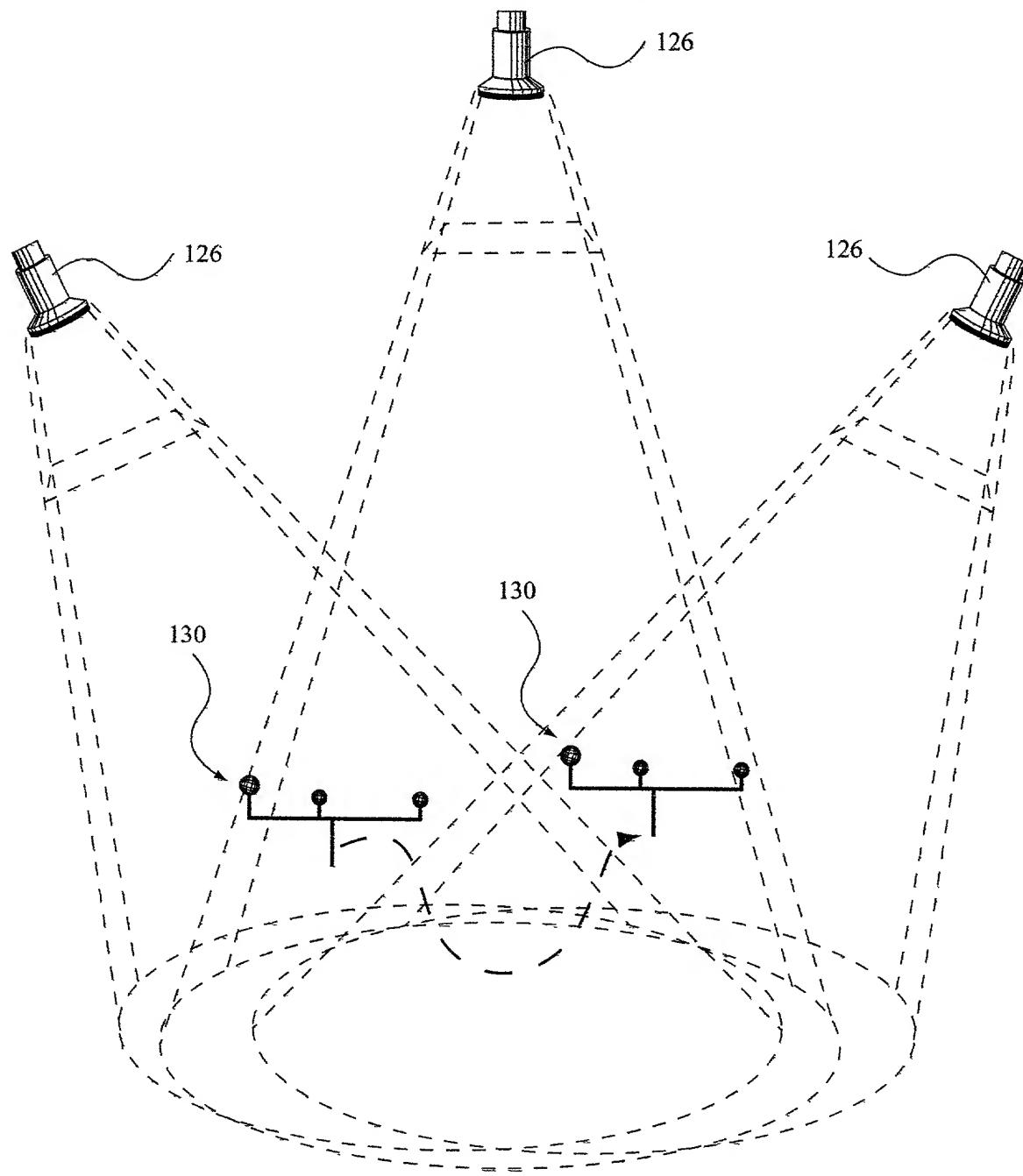


Fig. 26b

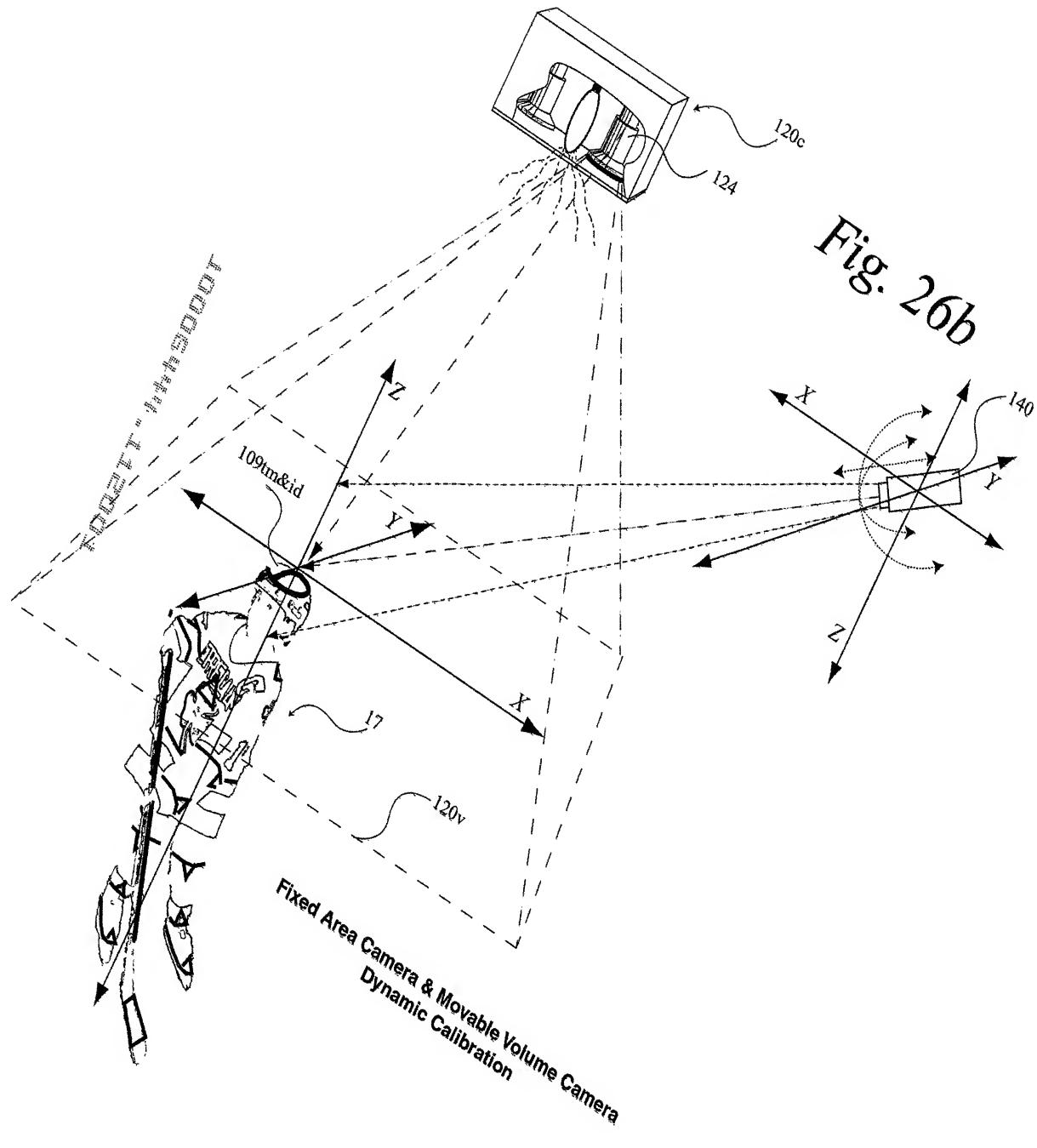


Fig. 27b

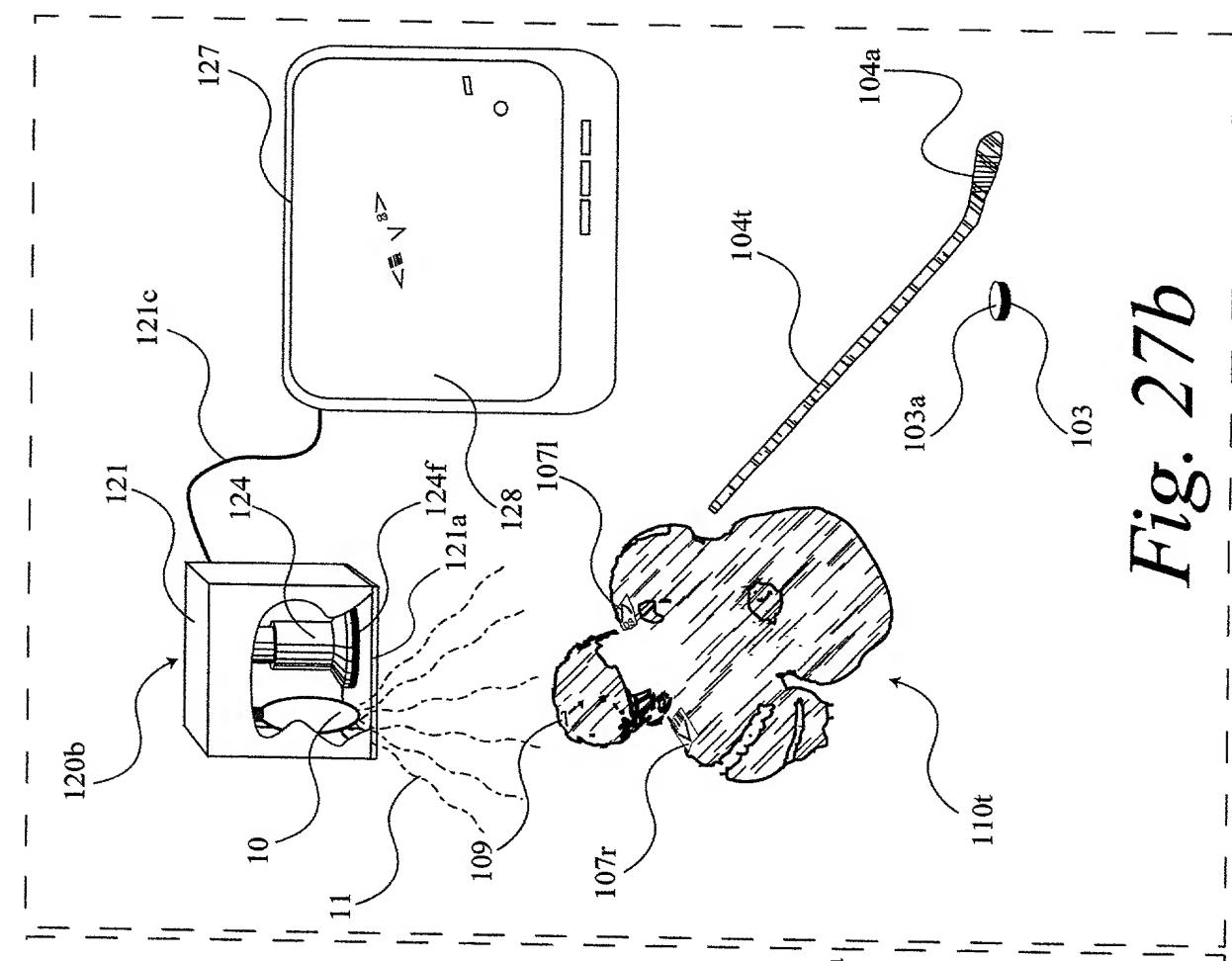


Fig. 27a

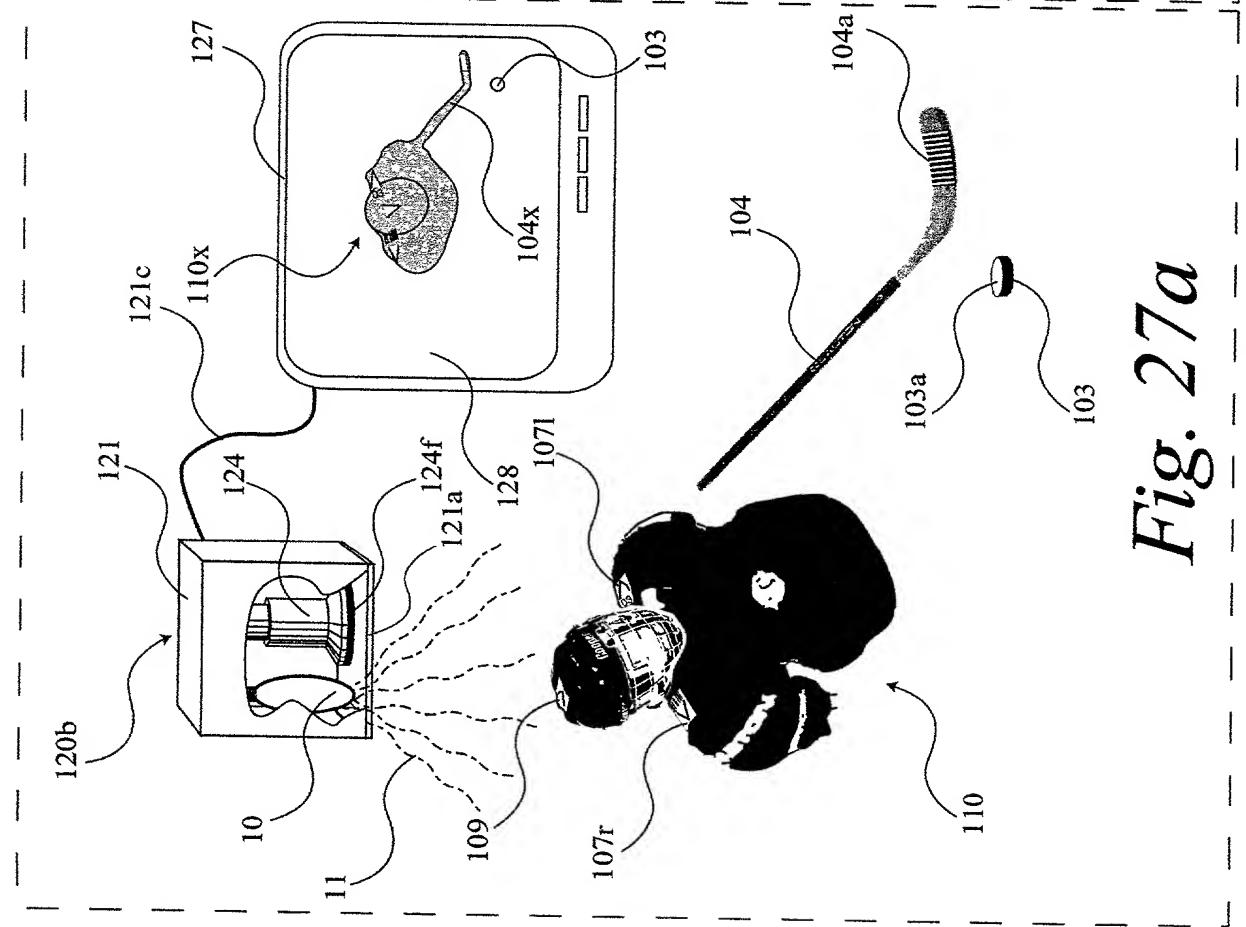


Fig. 28a

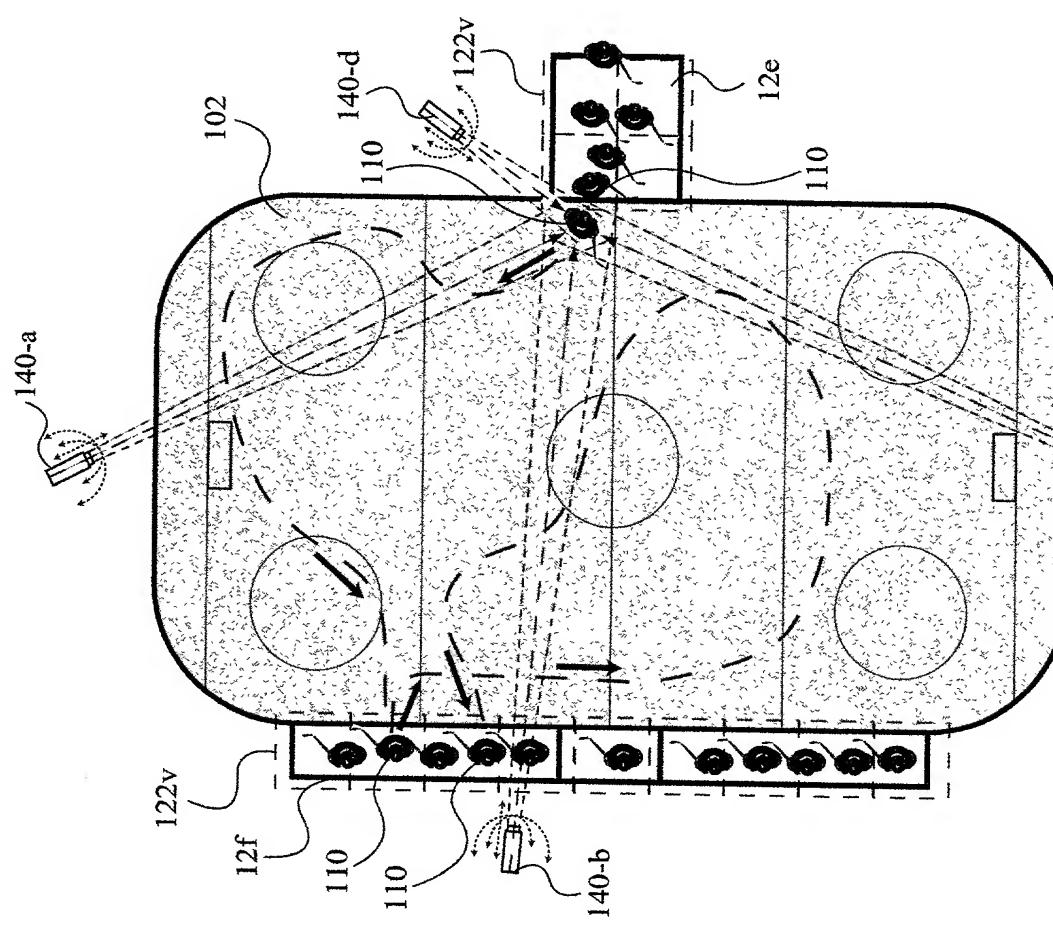
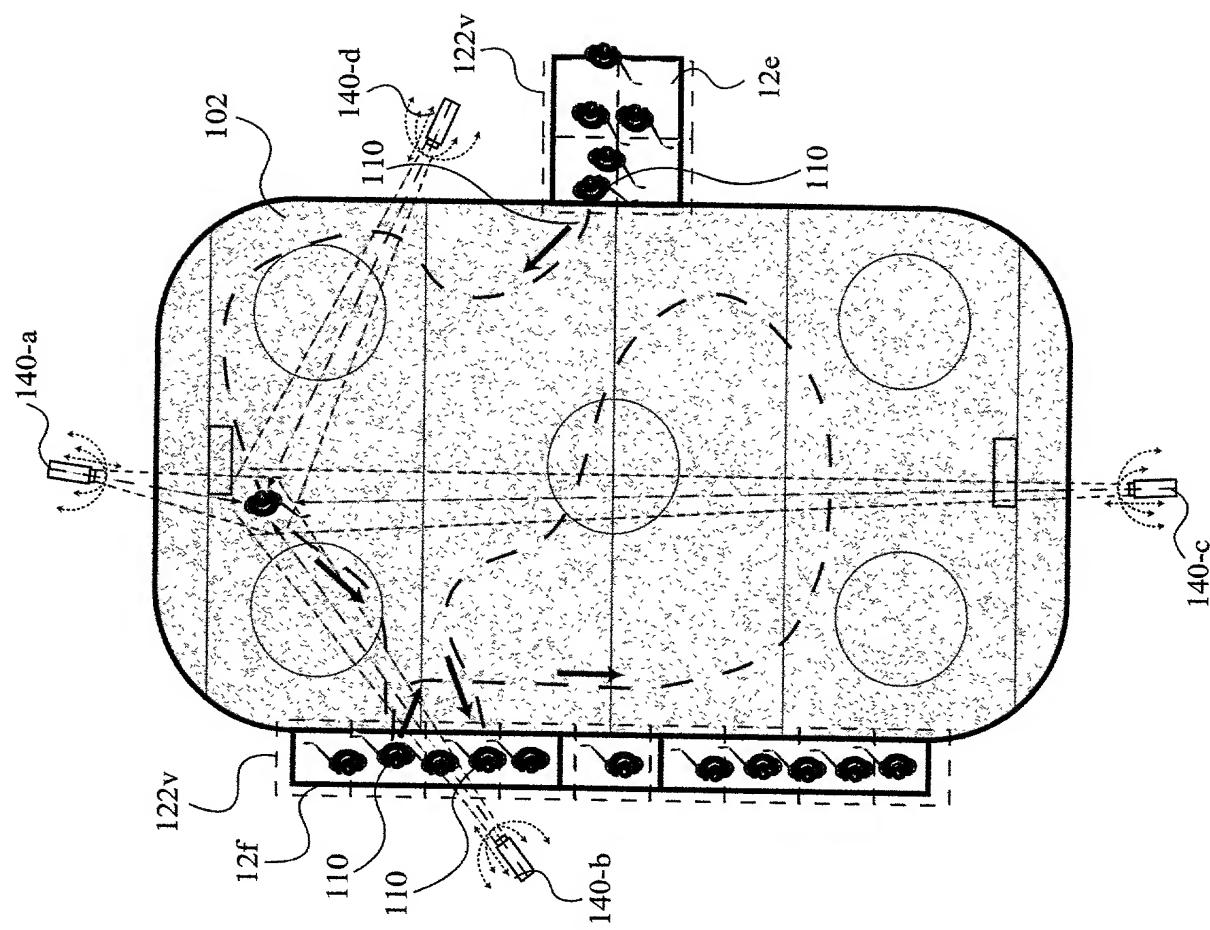


FIG. 28b

Fig. 28b



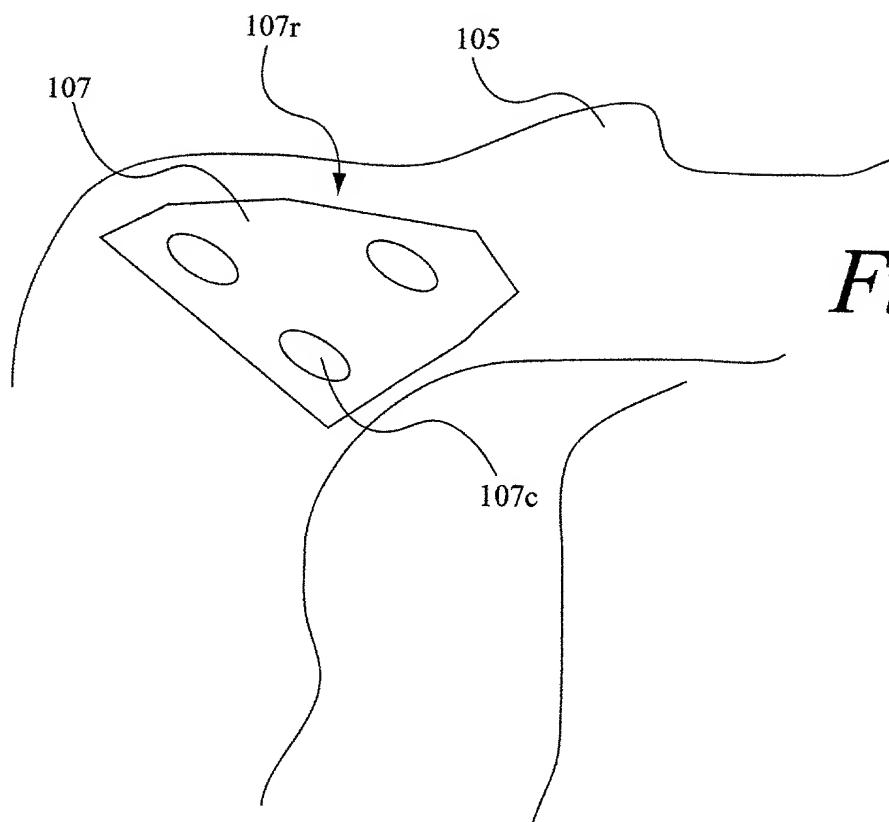


Fig. 29a

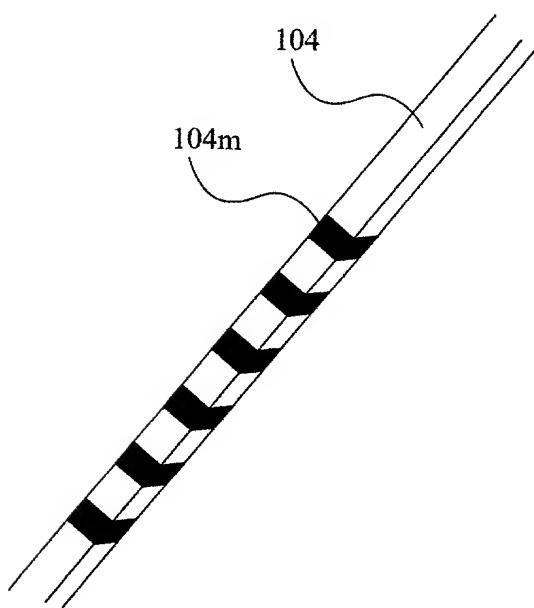


Fig. 29b

Fig. 30

